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ABSTRACT

This catalog lists the holdings of the Software To Go software lending library and clearinghouse for programs and agencies serving students or clients who are deaf or hard of hearing. An introduction describes the clearinghouse and its collection of software, much of it commercial and copyrighted material, for Apple, Macintosh, and IBM (MS-DOS) computers. It explains how to join the service, the lending procedure, and the requirement that an evaluation sheet be completed for each borrowed item. The second section provides guidelines for completing the required software evaluation form. A listing by subject and grade level precedes the software descriptions for each of the three formats. Subjects include art, business, computers, database managers, desktop publishing, driver education, early learning, educational games, English/language arts, foreign languages, health, library skills, logic/problem solving, mathematics, music, reading, science, sign language, spreadsheets, telecommunications, utilities, and word processors. The software packages are listed alphabetically by software title, and each listing includes: recommendations of schools and programs with ratings, sample comments, and opinions of evaluators; vendor; replacement cost; grade levels the title is designed for; review citations; equipment requirements; subject area; brief description (provided by the publisher); and contents of the package. Addresses and phone numbers of vendors complete the catalog. (DB)

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Software to Go

A Catalog of Software Available for Loan

Compiled and edited by
Ken Kurlychek

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On the cover: Tara Frey and Megan Wojciechowski enjoy their time at the computer at the Lake Drive School, Mountain Lakes, NJ. Photograph by Denise Mastroieni.

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1 Introduction

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Purpose

Software To Go (STG) is a software lending library and clearinghouse designed to promote the sharing of information and resources among educational programs and agencies serving students or clients who are deaf or hard of hearing.

Eligibility

Any school, educational program, or agency—prekindergarten through postsecondary—that serves deaf or hard of hearing learners may participate.

To avail itself of these services, each institution must pay an annual membership fee of $50.00 (US) and submit a signed registration form.

Each school or program must designate one contact person to be responsible for the borrowing and return of software. The contact person must also make sure that a completed evaluation form is returned to STG for each software package borrowed.

About the Clearinghouse

The STG collection is designed for Apple, Macintosh, and IBM (MS-DOS) computers. With few exceptions, these programs are commercially produced, off-the-shelf products which are not designed specifically for deaf or hard of hearing users. The majority of disks are in the 5.25" format. 3.5" disks and CD-ROM titles are added as they become available.

As administrators of the clearinghouse, Gallaudet University's Pre-College Programs undertake the following responsibilities:

- Lending materials to registered members as requested
- Coordinating evaluation efforts
- Disseminating evaluation results through appropriate media

Participating institutions are responsible for:

- Following borrowing and evaluation guidelines
- Submitting their reviews (on the appropriate form) for inclusion in the clearinghouse database

How it Works

All of the titles described in this catalog, except where noted, are commercially produced, copyrighted software packages. These materials are

protected by the copyright laws of the United States. ***They may not be duplicated.*** The exceptions are programs which are in the public domain. These are marked as such and may be copied freely.

Software is lent to members under the guidelines established for interlibrary loan, as well as the following stipulations:

- Materials may be requested through the mail, *Internet*, or by fax. No telephone orders are accepted.
- Software reservations are made on a first come, first served basis. Be sure to specify on the request form: the type of computer you use (Apple, Mac or IBM), the call number, your school and bar code number. The registered contact person must sign all requests, using the forms provided for this purpose.
- Each loan is for four weeks unless otherwise noted. Renewals are permitted whenever possible.
- Request as many titles as you can evaluate in four weeks time. We cannot always fill each request, so it is helpful to have alternate choices. In most cases, no more than $400.00 worth will be sent at one time.
- An evaluation form must be completed and returned with each borrowed title. Use the evaluation form provided. ***Absolutely no duplication of copyrighted software is permitted.*** Failure to respect the copyright laws can endanger the project.

Interlibrary Loan Code

Interlibrary loan service is essential to the vitality of libraries of all types and sizes as a means of greatly expanding the range of materials available to users. Lending between libraries is in the public interest and should be encouraged.

This code is intended to make interlibrary loan policies among those libraries and/or programs adopting it as liberal and as easy to apply as possible. Interlibrary loan should serve as an adjunct to, not a substitute for, collection development.

I. Definition

An interlibrary loan is a transaction in which library material, or a copy of the material, is made available by one library to another upon request.

II. Purpose

The purpose of interlibrary loan as defined here is to obtain library material unavailable in the local library.

III. Scope

Under the terms of this agreement, it is permissible to request microcomputer software and/or related materials on interlibrary loan.

IV. Responsibilities of Borrowers

A. The borrowing library is responsible for compliance with the copyright law (Title 17, U.S. Code) and its accompanying guidelines, and should inform its users of the applicable portions of the law. An indication of compliance must be provided in the form of a signed statement indicating acceptance of all responsibilities related to copyright regulations. (A form is provided for this purpose at the end of this section.) This same responsibility applies to all materials which may be sent directly to the borrowing library from microcomputer software distributors for the purpose of preview and evaluation.

B. Each library should inform its users of the purpose of interlibrary loan and of the interlibrary borrowing policy. Any member of the borrowing library's clientele should be eligible for interlibrary loan but must submit requests through the appropriate contact person established by this agreement.

C. Requested material must be described as completely and accurately as possible following accepted bibliographic practice. If an item cannot be verified, the statement "cannot verify" should be included along with information about the original source of the citation.

D. Standard interlibrary loan formats should be used for all requests, regardless of the means of transmission.

E. The safety of borrowed materials is the responsibility of the borrowing library from the time the material leaves the lending library until it is received by the lending library. The borrowing library is responsible for packaging the material so as to ensure its return in good condition. If damage or loss occurs, the borrowing library must meet all costs of repair or replacement, in accordance with the preferences of the lending library. This responsibility also applies to materials received directly from microcomputer software distributors for the purpose of previewing relative to this project.

F. The borrowing library is responsible for all postage and handling charges incurred when shipping borrowed material back to the lending library. All borrowed material, whether from a software distributor or library, must be insured for its total value. The borrowing library is financially liable for the replacement of any materials lost in transit back to STG.

G. The borrowing library and its users must comply with the conditions of loan established by the lending library. Unless specifically permitted by the lending library, copying of microcomputer software and/or related materials is forbidden in accordance with the copyright law.

V. Responsibilities of Lending Libraries

A. The decision to loan material is at the discretion of the lending library. Each library is encouraged, however, to interpret as generously as possible its own lending policy with due consideration to the interests of its primary clientele.

B. The lending library should process requests within three working days. Conditions of loan should be stated clearly and material should be packaged carefully. The lending library should notify the borrowing library when unable to fill a request, stating the reason for not filling the request.

C. The lending library is responsible for all postage and handling charges incurred when shipping materials to borrowing libraries. It is recommended that materials be sent registered or insured in order to afford complete protection.

VI Duration of Loan

A. The duration of loan, unless otherwise specified by the lending library, is four weeks, disregarding the time spent in transition.

B. Interlibrary loan material should be returned promptly.

C. A renewal request should be sent in time to reach the lending library not later than the due date. The lending library should respond by telephone, through the postal service or an electronic mail system shared by both libraries. Renewal will be for the same period as the original loan unless otherwise noted.

D. All material on loan is subject to immediate recall, and the borrowing library should comply promptly.

VII. Violation of Code

Each library is responsible for maintaining the provisions of this code in good faith. The borrowing privileges of violators will be revoked.

How To Use This Catalog

Begin your search for software in the subject or grade level guides for *Apple*, MS-DOS, or *Macintosh* software. Then locate the detailed information on your choice(s) in the alphabetized section for your computer type.

Every effort has been made to verify the availability and price of all titles listed. However, due to the rapid changes which occur in the software retail industry, we recommend you call a distributor or STG for the latest information.

Our policy regarding software upgrades is to keep the old even after we acquire the new. This is for the convenience of our members with older equipment. The software title's copyright date can usually be found at the end of the call number before the computer type designation: *A (Apple), I (IBM/MS-DOS), and M (Macintosh).*

The key to the software title descriptions is on the following page. Be advised that not all entries in the catalog contain every field shown in the sample. Whenever a field is absent it means that no information for that area was available at the time of publication.

Please note: we use the term "IBM" for all software that is designed run on IBM and MS-DOS computers.

How To Join

In order to participate in the STG project, fill out, sign, and return the *Registration Form* on pages 1-5 and 1-6. Include a check, money order or institutional purchase order for the amount of $50.00 (US), made out to:

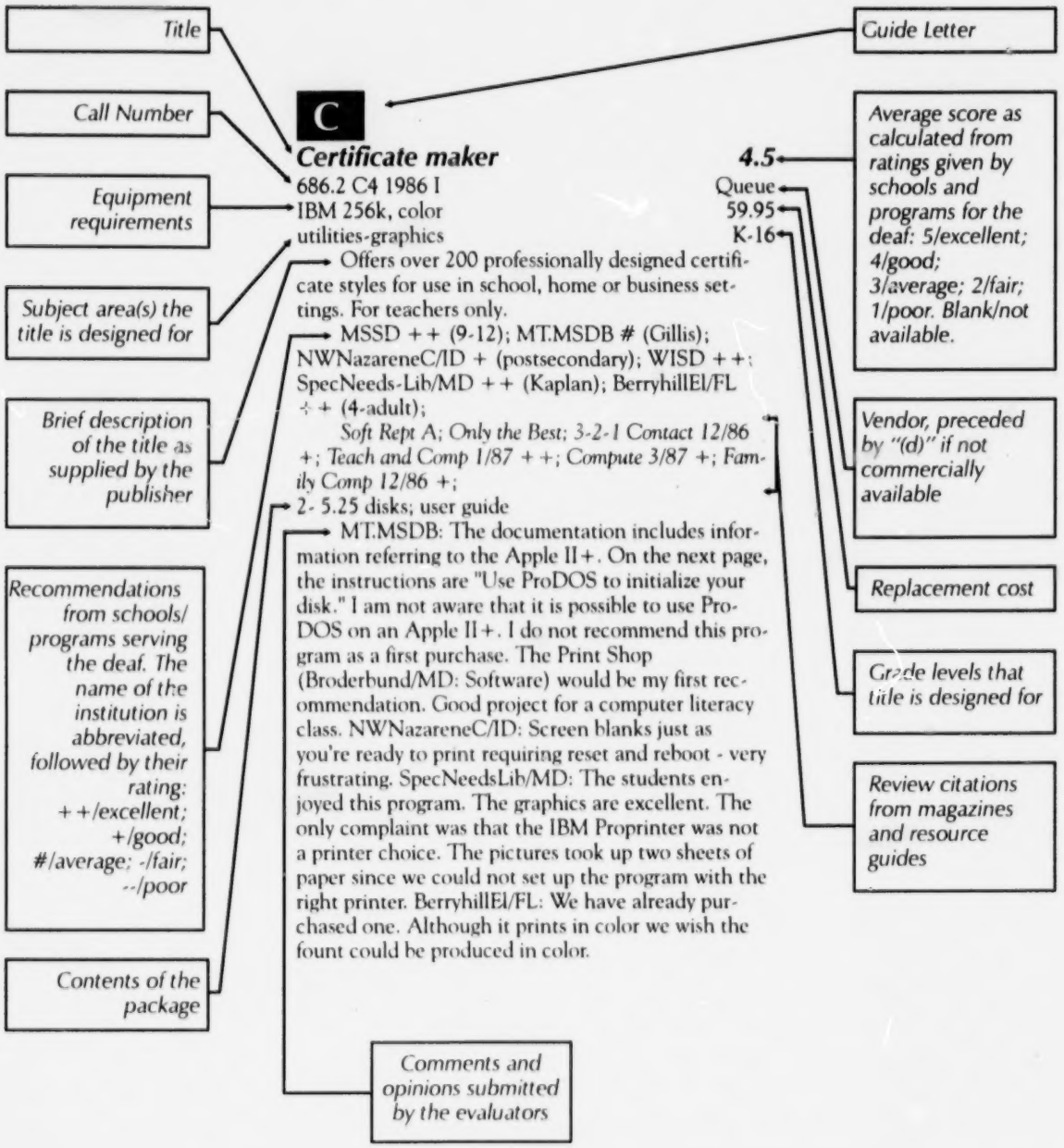
CMES, Pre-College Programs

and mail to:

Software To Go
Gallaudet University, MSSD Box 77
800 Florida Ave. NE
Washington, DC 20002

Be sure to make a copy for your files.

Key To Software Descriptions


Title
Call Number
Equipment requirements
Subject area(s) the title is designed for
Brief description of the title as supplied by the publisher
Recommendations from schools/ programs serving the deaf. The name of the institution is abbreviated, followed by their rating: ++/excellent; +/good; #/average; -/fair; --/poor
Contents of the package
Comments and opinions submitted by the evaluators
Guide Letter
Average score as calculated from ratings given by schools and programs for the deaf: 5/excellent; 4/good; 3/average; 2/fair; 1/poor. Blank/not available.
Vendor, preceded by "(d)" if not commercially available
Replacement cost
Grade levels that title is designed for
Review citations from magazines and resource guides
C
Certificate maker
4.5
686.2 C4 1986 I
IBM 256k, color
utilities-graphics
Queue
59.95
K-16
Offers over 200 professionally designed certificate styles for use in school, home or business settings. For teachers only.
MSSD ++ (9-12); MT.MSDB # (Gillis); NWNazareneC/ID + (postsecondary); WISD ++; SpecNeeds-Lib/MD ++ (Kaplan); BerryhillEl/FL ++ (4-adult);
Soft Rept A; Only the Best; 3-2-1 Contact 12/86 +; Teach and Comp 1/87 ++; Compute 3/87 +; Family Comp 12/86 +;
2- 5.25 disks; user guide
MT.MSDB: The documentation includes information referring to the Apple II+. On the next page, the instructions are "Use ProDOS to initialize your disk." I am not aware that it is possible to use ProDOS on an Apple II+. I do not recommend this program as a first purchase. The Print Shop (Broderbund/MD: Software) would be my first recommendation. Good project for a computer literacy class. NWNazareneC/ID: Screen blanks just as you're ready to print requiring reset and reboot - very frustrating. SpecNeedsLib/MD: The students enjoyed this program. The graphics are excellent. The only complaint was that the IBM Proprinter was not a printer choice. The pictures took up two sheets of paper since we could not set up the program with the right printer. BerryhillEl/FL: We have already purchased one. Although it prints in color we wish the fount could be produced in color.

Registration Form

Software to Go
Pre-College Programs, Gallaudet University
800 Florida Ave. NE, Washington, DC 20002

The interlibrary loan code and agreement developed by Pre-College Programs, Gallaudet University, which is designed to facilitate the borrowing and lending of microcomputer software and related materials amongst schools and programs for the deaf and hard of hearing, has been reviewed and is acceptable to our institution.

Along with this acceptance, we hereby state that we have become familiar with the Copyright law (Title 17, U.S. Code) of the United States and all guidelines and regulations concerning microcomputer software. We agree to comply with those laws, guidelines and regulations and will inform our borrowers of their content and implications.

The undersigned, acting as the authorized representative for this institution, accepts the responsibility for providing such information and insuring to the best of his or her ability, that all copyright regulations will be adhered to. All the questions below must be answered completely in order to be fully registered for borrowing software from STG. No software will be loaned out until this form is returned to STG.

Date

(Name of the institution or agency where software should be sent)

(Address)

(City) (State or Province) (Zip or Postal Code) (Country)

(Phone number - voice and/or tty) (Fax)

Do you have access to a modem? (circle one) ***Yes*** ***No***

Do you have an account with any on-line services? (i.e. Compuserve, Prodigy, Internet, etc.) ***Yes*** ***No***

(On-line service name and your address)

(Print name of contact person)

(Signature of contact person)

(continued on other side)

Detach here

Registration Form *(continued)*

Definitions of Terms

Regular Class	includes students receiving the majority of their instruction in a regular class; special ed and related services less than 21% of the school day
Resource Room	includes students receiving special ed and related services outside the regular class 21-60% of the school day
Separate Class	includes students receiving special ed and related services outside the regular class more than 60% of the school day either in a self-contained special class or full or part-time at a regular school
Hospital/Homebound	includes students receiving special education through a hospital or homebound program

Educational Setting

Place an "X" in front of the appropriate items to indicate the type and level of your program:

_____ School f/t Deaf:
- _____ Residential
- _____ Day
- _____ Public
- _____ Private

_____ Public School:
- _____ Regular Class
- _____ Resource Room
- _____ Separate Class

_____ Private School:
- _____ Regular Class
- _____ Separate Class
- _____ Residential
- _____ Day

_____ Postsecondary

_____ Organization/Agency

_____ Hospital/Homebound

_____ Itinerant

_____ Library/Information Center

_____ Other _____

Program Level

_____ Infants
_____ Preschool
_____ Elementary
_____ Middle School
_____ Junior High School
_____ High School
_____ PreK to 12
_____ University/College
_____ Adults
Other _____

Program Location

_____ Rural/Farming
_____ Small City/Town
_____ Suburban
_____ Urban

Program Schedule

_____ School Year
_____ Summer
_____ All Year
Other _____

Program Numbers

Educational institutions complete the question below.
Deaf and/or hard of hearing students who will benefit from your STG membership: _____

Non-educational institutions complete the question below.
Deaf and/or hard of hearing clients/patrons who will benefit from your STG membership: _____

Computers

Number and **types** of computers available to the above population (please enter numbers for all that apply):

Apple II, e, c, _____ Apple IIgs. _____ IBM (MS-DOS) _____ Macintosh _____

Disk size preferred (circle your choices):

5.25"; **3.5";** ***doesn't matter***

Do you have access to any of the following (circle all that apply):

IBM (MS-DOS) CD-ROM; ***Mac CD-ROM;*** ***Laser Disk Player***

Kindly notify us if there are any significant changes to the above information made during your 12 month term of membership. A new form must be completed if there is a change of contact person.

Detach here

2 Evaluator's Guide

Inside this section

Prerequisites

Guidelines

The Form

Prerequisites

Borrowers of STG software are required to evaluate all titles according to the forms provided with each shipment. If the software cannot be evaluated, the borrower must explain the reason(s) why on the form. The guidelines on the following pages are intended to assist reviewers in the use of those forms.

Please review this guide before attempting to evaluate any software. Uniformity and consistency of evaluations will help insure valid results. If necessary, re-read this section occasionally to refresh your memory regarding terms and the intent of the statements.

Keep in mind the intended audience while completing an evaluation form. If the product is not suitable for that audience yet may have potential for others, make note of that on the form.

Certain statements may not pertain to some software packages thus they cannot be rated as POOR, GOOD, etc. In these cases mark an X under the N box (not applicable).

Regarding student-oriented materials: student use of each program is not mandatory for evaluation purposes but it is very useful. If students have used the product, please comment on this at the end. Otherwise, it will be assumed that the material was evaluated only by the person whose signature appears on the form.

Guidelines

The boldfaced terms below are taken from the *Software Evaluation Form*. Explanations follow each item.

Software Title:

Write the title as it appears on the data sheet supplied by STG. Please include the title's bar code number (**TBC#**) as well.

Author/Publisher:

Write the name of the company that produced the software.

Instructional Quality

Accuracy of content information

Questions to ask yourself while reviewing the software are:

- Is the information or approach outdated?
- Are there any factual errors?
- Are the models or examples oversimplified?
- Are statistics used properly?
- Are the graphs or displays correct?
- Are the examples relevant to the point of instruction?

Sequential and developmental organization of content
The focus of this statement is on how the terms, facts, concepts and principles of the subject matter are presented rather than on the content itself.

- Is the information well organized?
- Is the design of the presentation obvious to the user?
- Are explanations available when necessary?
- Is there a smooth transition between concepts?
- Is the sequence of presentation logical and well identified?
- Are examples, counter-examples and illustrations used when possible and appropriate?

Support of the school's instructional objectives *(and)* **Consistency with school's instructional methods**
Any two schools may approach instruction in very different manners. Thus, these statements may vary greatly when the same product is evaluated in different settings. When rating software according to these statements, judge them by your school's standards, objectives, philosophy and teaching methods.

Amount of practice provided by software
The user of instructional software should be involved in an active, rather than passive manner. Consider the following:

- Does the user have control over input variables?
- Is the computer used in a hands-on fashion, rather than merely as a display device?
- Does the software's design allow the user as many decisions as possible?
- Does it give opportunities to answer open-ended questions having no right or wrong answers?
- Does the software provide the user criteria to judge his/her own responses?
- Is the software designed to anticipate a wide range of possible responses?
- Is the user afforded new ways of looking at the world?
- Does the software suggest areas of further exploration?
- Can the user re-trace steps to correct errors?

Appropriateness for user's skill levels and needs
Consider factors like the grade level as stated by the software's author vs. the skill, age, and reading level of the intended user.

- Is the material too advanced?
- Does the interest level match the reading level?
- Is there an overabundance of text for users with reading problems?

Reinforcement of feedback

- Does the software allow adaptation to the user by adjusting the difficulty level of the content?
- Does the feedback remediate e.g., give cues, hints and explanations?
- Does the feedback tell why the response was incorrect e.g., *"you should have spelled the name correctly,"* or *"use no punctuation"*?

Appropriateness of feedback

- Is the feedback relevant to the user's responses and therefore credible?
- Is the feedback non-threatening, yet corrective?
- Is the feedback timely, i.e., given with appropriate frequency and given immediately after a response?
- Is there quantitative feedback when appropriate e.g., the software indicated the number and percentage of problems correct out of the number of problems attempted?
- Does the judgment of the user's responses consider the concept being taught, not merely its form, i.e. is word order more important than the content or the response?

Unbiased portrayal of race, sex, etc.
Consider whether certain racial, ethnic, or sex groups may be over represented at the expense of limiting others. Some racial, ethnic, or sex groups may be portrayed in terms that are indicative of false generalizations about the characteristics of that group.

Appropriateness of vocabulary/ language for user
Considerations for this statement are similar to those dealing with a program's appropriateness for user's skill levels and needs except with greater emphasis on the language or readability level of the material. Evaluate whether the reading level is appropriate for the intended audience.

Interest level of software
Assess whether the interest level matches the grade level of the intended audience or, if the reading level is appropriate, is the interest level too low.

Appropriateness of the computer as a vehicle for this task
The success of the computer as a means for instruction is due to those capabilities inherent in the technology. The software should take full advantage of the unique aspects of the computer rather than merely doing the same activities in a new way.

- Is the application well suited to computer use and not one that can be handled more appropriately by other means?
- Is course management or computer collection and organization of data available?
- Is the computer used in a dynamic, interactive way?
- Does the computer make effective use of other peripheral devices e.g. printers, light pens, joy-sticks, etc., for alternate input modes?
- Is the computer used to simulate activities that are too difficult, dangerous or expensive to demonstrate in reality?
- Is the computer employed so that users are actively involved in a hands-on manner rather than only passively observing?
- Does the computer respond to natural user input such as YES or NO or Y or N, rather than 1=YES, 2=NO?

User Control

The statements in this section should receive the following considerations:

- Does the software have enough internal documentation to permit ease of use even without external paper documentation?
- Are formats and protocols for user-computer communication applied consistently?
- Are directions accompanied by useful examples where appropriate?
- Are help pages and functions provided and accessible at likely points of need?
- Does the software allow the user to get lost in the program with no apparent way out?
- Does the user always have some options for getting the software running again, or returning to a beginning point?
- Does the software stop or appear to be doing nothing without giving any clues?
- Are traps used to catch potential errors of any kind and to avoid moving control from the application to the operation system software?
- Do the instructions give the user clear directions as to what he/she must do to effectively use the program?
- Does the software respond to input as the directions indicate?
- Can the user easily exit the program, return to menus, or move to another section with program-described protocols?
- Does the software accurately evaluate user input, i.e., does it misinterpret user responses and thereby identify an answer as wrong when it is correct?
- Does computer operation interfere with concentration on the activity?
- Can the software be used with a minimum of computer skills (whenever appropriate)?
- Can the user become uneasy running the software due to its complexity?
- Is the user informed of which function keys he/she will use for operating the software and their purpose?
- Are the necessary cues for function key usage given?
- Are function keys that may be referred to on the screen, available on the hardware?
- Does the use of function keys necessitate re-input of user responses previously entered into the computer?

Technical Quality

Clarity of graphics

Good message design principles are incorporated into visual arrangement of display material.

- Is there adequate spacing on the screen for clarity?
- Is text on the screen or printer clear and easy to read?

Graphic support of the software's instructional goals

Graphics provide visual information or reinforcement which directly relates to the purpose of the package. Evaluate whether the graphics are intregal to the program's purpose or merely "window dressing".

Effectiveness of information displays

- Is the user given adequate time to read and absorb the information given in the displays?
- Are static and dynamic graphics used when applicable?
- Are graphics too repetitive or too slow in presentation?
- Is there too much text for the display?
- Are graphics appropriately mixed with text to give variety to the presentation?

Clarity of directions

- Is the printed text clear, readable and attractive?
- Can the intended user understand the directions?

Clarity and organization of manual

- Are pictures, diagrams and graphs unbiased, appropriate and readable?

- Are the text, captions, labels, etc. thoroughly edited and free of errors in grammar, spelling and punctuation?
- Is technical information clearly explained?

Completeness of manual

- Does the manual include a description of instructional activities to take place and any essential prerequisite skills?
- Is resource information such as a bibliography provided?
- Are sample runs of the program, and/or possibilities for software modification given?
- Are explanations of the software/hardware interface or any other unusual features given?
- Are interpretation of error messages included?
- Are pre-instruction activities relating to the software provided?
- Does the manual include follow-up activities?

Appropriateness of feedback for user

- Are instructions and error messages clear and understandable?
- Are the directions clear as to what the user must do to use the software effectively?

Appropriateness of time required to learn to use the software *(and)*
Appropriateness of time user is on task

- Does the software require training time beyond what is practical for the objective?
- Does the software demand more time than is available?

Balance between reading time and interaction time

- Does the user have control over the time allowed for solving problems?
- Does the software allow for accelerating or slowing the pace as the user thinks necessary?
- Is the user required to do an excessive amount of reading before actually using the software?

Flexibility for different instructional strategies

- Does the software have multidisciplinary uses?
- Is the software easily adaptable to a variety of classroom learning environments?
- Can the software be used by a person with minimal computer skills?

Acceptability of delays in software execution

- Does the software pause without explanation?
- Is processing time too long?

Allowance for variation in user responses

- Does the software accept a number of correct answers?
- Does the software respond with a clue when answer is close?

Overall Quality of the Software

Excellent and *Poor* are obvious. *Good, Average* and *Fair* require more thought. Circle one and justify your choice.

Recommend for Purchase:

Consider all aspects of the software, including price. Would you recommend purchase of this title to another school? If not, can you cite specific reasons?

Additional Comments

Please elaborate on positive and/or negative features of the software. Mention students' reactions. Your comments are often the most revealing information about the software. Be blunt. Publishers do take such information to heart and try to improve their product accordingly. Avoid statements like, "My *kids loved this!*" without saying why. Please write clearly so there will be no misinterpretation of your opinions.

Other Known Reviews of this Software

Have you seen this product reviewed elsewhere? Any information, from a magazine title or complete citation, to a copy of the review itself, would be appreciated. We try to collect every critical piece of information about a title in order to give educators the broadest view possible.

Evaluation Site

The name of the school/program/agency where the software was evaluated and your bar code number (**PBC#**). Include the name of the institution that is serving as the contact for *Software To Go* if different.

How many deaf and hard of hearing users: write the number, and **What grade(s) they are in**. This information helps others determine if the software will work in their schools.

Evaluator's Name:

Record the name of the person who actually evaluated the software. Please include the contact person's name also, if different. ■

Software Evaluation Form

Software to Go Pre-College Programs, Gallaudet University
800 Florida Avenue, NE, Washington, DC 20002

Software Title: _____ TBC#: _____

Author/Publisher: _____

One evaluation form must be completed for each software title as per STG membership guidelines. If you are unable to complete a form please write your reason(s) above.

Directions: Rate each of the following characteristics as it applies to this software. Place an "X" in the box that most closely matches your evaluation.

Code: P = Poor, F = Fair, A = Average, G = Good, E = Excellent, N = Not applicable

Instructional Quality

	P	F	A	G	E	N
• Accuracy of content information						
• Sequential and developmental organization of content						
• Support of the school's instructional objectives						
• Consistency with school's instructional methods						
• Amount of practice provided by software						
• Appropriateness for user's skill levels and needs						
• Reinforcement of feedback						
• Appropriateness of feedback						
• Unbiased portrayal of race, sex, etc.						
• Appropriateness of vocabulary/language for user						
• Interest level of software						
• Appropriateness of computer as a vehicle for task						

User Control

	P	F	A	G	E	N
• Ease of entry into the software						
• Ease of exiting from the software						
• User control of the pace of the software						
• Ease of independent operation of software by user						
• Adequacy of response time						

Technical Quality

	P	F	A	G	E	N
• Clarity of graphics						
• Graphic support of the software's instructional goals						
• Effectiveness of information displays						
• Clarity of directions						
• Clarity and organization of manual						
• Completeness of manual						
• Appropriateness of feedback for user						
• Appropriateness of time required to use the software						
• Appropriateness of time user is on task						
• Balance between reading time and interaction time						
• Flexibility for different instructional strategies						
• Acceptability of delays in software execution						
• Allowance for variation in user responses						

Overall Quality of the Software *(Circle One)*

Poor **Fair** **Average** **Good** **Excellent**

Recommend for Purchase *(Circle One)*

Yes **No**

Because: _____

_____

Additional Comments *(e.g., difficulties with software execution, unusual positive features of the software)*

_____

_____

_____

Other Known Reviews of this Software *(e.g., professional journals, computer magazines, etc.)*

_____

Evaluation Site _____ PBC#: _____

How many deaf or hard of hearing users: _____ What grade(s) are they in: _____

Evaluator's Name: _____ Date: _____

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3 Apple Subjects

ART

Delta drawing
Facemaker gold
Fantavision
Mr. Pixel's programming paint set
Paintworks plus
PatternMaker
Stickers
Stickybear drawing

AVIATION

Echelon
Flight simulator II

BUSINESS

BUSINESS PRINCIPLES

Trains

GAMES

Cartels and cutthroats

TYPING

All the right type
Communikeys
Junior typer
Keyboard cadet
MasterType
Mavis Beacon teaches typing
Microtype, the wonderful world of paws
Stickybear typing
TNT (typing for new typists)

COMPUTERS

AI

A.I.: an experience with artificial intelligence
Dr. Know

LOGO

EZ LOGO
LOGO robot
Terrapin LOGO
Turtle tracks

LITERACY

Computer literacy (CLIP)
Friendly computer
Information connection
Keyboarding for individual achievement
Magic crayon
Simulated computer
Voyage of the Mimi: introduction to computing

PROGRAMMING

Stickybear basic
Turbo PASCAL

DATA BASE MANAGERS

Appleworks
Bank Street filer
File cabinet (public domain)
Librarian
PFS: file
Scholastic data files for Bank Street filer

REPORT GENERATORS

PFS: report

DESKTOP PUBLISHING

Children's writing & publishing center
Newsroom
Stickybear printer
Stickybear printer picture library I
SuperPrint!

DRIVER EDUCATION

Keys to responsible driving

EARLY LEARNING/PRESCHOOL

Body awareness
Charlie Brown's 1 2 3s
Colors and numbers
Comparison kitchen
Computer CUP (concept understanding...)
Counting critters
Curious George goes shopping
Curious George in outer space
Curious George visits the library
Dinosaurs
Early games for young children
Fun from A to Z
Juggles' rainbow
McGee

EARLY LEARNING/PRESCHOOL (cont.)

Muppet word book
Muppetville
New talking Stickybear alphabet
Number words level 1
Ollie and Seymour
Paint with words
Picture chompers
Picture parade
Shape and color rodeo
Space waste race
Special skill builders I
Special skill builders II
Stickybear basketbounce
Stickybear bop
Stickybear opposites
Stickybear opposites
Stickybear shapes
Stickybear shapes
Teddy finds a home
Ten little robots

MATHEMATICS

Counters

READING

Flodd, the bad guy (Reading Magic Library)
Jack and the beanstalk (Reading Magic Library)
Word pieces

EDUCATIONAL GAMES

Adventure master
Bureaucracy
Chessmaster 2000
Double "n" trouble
Dragon's keep
Ghostbusters
King's quest
Memory castle
Microzine v.1 #1
Microzine v.1 #2
Microzine v.1 #3
Microzine v.1 #4
Microzine v.1 #5
Microzine v.1 #6
Microzine v.1 #7
Microzine v.1 #8
Microzine v.1 #9
Microzine v.1 #10
Microzine v.1 #11
Nibble v.4 #6B Word find/slot finder/search/text.
Platoon
Risk
Shadows of Mordor
Square pairs
Strike fleet
Tic tac show
Word challenge

ENGLISH/LANGUAGE ARTS

BASIC SKILLS

A B sCenes
Alphabet circus
Alphabetizing
Blackout! a capitalization game
Capitalization
Capitalization plus
Function pictures
Grammar toy shop
Homonyms
Idea invasion
Littletown zoo
Mastering capitalization
Rhyming pictures
Right of way
Sentence fun
Signs and symbols
Stickybear parts of speech
Vacation nation travel
Who, what, where, when, why
Word families II
Word parts level II
Word quest
Word works
Words at work: compound it!
Words at work: contraction action
Words at work: prefix power
Words at work: suffix sense
Writer rabbit

ESL

ESL picture grammar
English picture reading and word recognition

GAMES

Reference micro mysteries: textbook skills

GRAMMAR

Adjectives
Dragon games
English: our language
Grammar examiner
Grammar gazette
Grammar gremlins
Grammar monsters
Grammar study center
Lessons in syntax
Mastering language
Nouns/pronouns
Verb viper

ENGLISH/LANGUAGE ARTS (cont.)

GRAMMAR (cont.)

Verbs
Verbs and adverbs
Word invasion

IDIOMS

Essential idioms in English
Idioms in America

LITERATURE

Analogies tutorial
Intellectual pursuits
Literary mapper

PUNCTUATION

Mastering punctuation
Punctuation I
Punctuation put-on: elementary
Punctuation put-on: junior high
Punctuation put-on: senior high
Punctuation rules
Punctuation skills: commas
Punctuation skills: end marks, semicolon, & colon
Spelling in context level I

SPELLING

Crypto cube
Magic spells
Master spell
Mastering spelling
Maze-o
Monty plays scrabble
Spellagraph
Spellakazam
Spellevator
Spelling press
Spelling rules
Spelling wiz
Spelling workout
Stickybear spellgraber
Webster: the word game

WRITING

Bank street storybook
Be a writer (must use w/ Magic Slate)
English: parts of speech
Homework helper writing
I can write (must use w/ Magic Slate)
Kidwriter
Modern writing skills
Playwriter series/adventures in space
Playwriter series/tales of me
Poet's journal
Poetry express
Proteus: a pre-writing tool
Sentence combining (SENCOM)
Show time
Story machine
Storybook weaver
Storybook weaver: world of adventure
Storybook weaver: world of make-believe
That's my story
Writer's helper
Writing a narrative
Writing adventure

FOREIGN LANGUAGES

FRENCH

Bataille de mots
Giant world (French)

SPANISH

Anagramas Hispanoamericanos
Batalla de palabras
Giant world (Spanish)

GENERAL PURPOSE

Blissymbolics: bliss library
Concentration (public domain)
Software shopper (public domain)
Voiceprint (public domain)

GUIDANCE

Body language analysis

CAREER EDUCATION

First day on the job
Right job
Work series (Survival skills series)

COLLEGE INFORMATION

College explorer
Petersen's college selection service (2 year)
Petersen's college selection service (4 year)

COUNSELING

Choices, choices: on the playground
Positively rewarding

TEST TAKING

Computer preparation for the SAT
PSAT Word attack skills
PSAT/SAT analogies
SAT word attack skills

TESTING

WISC-R report writer

HEALTH

DISEASES

AIDS: the investigation
Birth defects series
Venereal disease

DRUGS/ALCOHOL/TOBACCO

Alcohol: 4 interactive programs
Alcohol: an educational simulation
Drugs
Smoking decision

FIRST AID

Basic first aid and illness

HYGIENE

Cavity busters
Pregnancy and you

PHYSICAL EDUCATION

Heart and exercise

SAFETY

Babysitter's manual

HOME ECONOMICS

CHILD DEVELOPMENT

Child care

CONSUMERISM

Analyzing an ad
Comparative buying
Contemporary living (Survival skills series)
Financing a car
Personal consumerism (Survival skills series)
Personal finance (Survival skills series)
Sixth grade consumer situations

INDUSTRIAL ARTS

Construction trades

AUTO MECHANICS

Mechanics
Mechanics cluster

COMETOLOGY

Cosmetology

FOOD SERVICE

Cooking and baking unit
Food service cluster

METALWORKING

Metal trades

WOODWORKING

Carpentry cluster

LIBRARY SKILLS

Answering questions library style
Dictionary skills
Discovery encyclopedia
General media center terms
How can I find it if I don't know what I..
How to do research
Library and media skills
Readers' guide to periodical literature

LOGIC/PROBLEM SOLVING

Call the parrot
Code quest
Crime time
Early discoveries: size and logic
Factory
Gears: strategies in problem solving
Gertrude's puzzles
Great space race
Incredible laboratory: strategies in problem solving
Jack and the beanstalk
Language experience series
Logic builders
Match wits
Memory
Memory match
Merry canned nightmares and dreams
Moptown hotel
Moptown parade
Perplexing puzzles
Pond
Problem solving with nim
Quiz castle
Remember!
Robot odyssey I
Rocky's boots
Stories from the planet Zee
Zoyon patrol

MATHEMATICS

Math/MECC link (book)

ADDITION/SUBTRACTION

Addition logician
Addition table
Addition tutor
Arith-magic
Circus math
Critter count
Early addition

MATHEMATICS (cont.)

ADDITION/SUBTRACTION (cont.)

Glowy
Space subtraction
Stickybear math
Subtraction tutor

ALGEBRA

Algebra drill and practice II
Algebra vol. II
Algebra word problems II: area, perimeter, lever
Equations I
Graphing linear functions
Problem solving in algebra

BASIC SKILLS

Adding, subtracting, multiplying and dividing
Alien addition
Arithmetic critters
Averages
Basic math competency skill building
Bunny hop
Conquering whole numbers
Convert fractions to decimals...
Elements of mathematics
Fay: that math woman
Fifth through seventh grade math competencies
Fizz and Matina's little shoppers kit
Galaxy math facts games
Goodell diamond caper
Grand prix
Green jay arithmetic
Gulp! and Frenzy
Learning about numbers v. I
Math blaster
Math blaster plus
Math for all ages
Math grade 1
Math machine
Math rabbit
Math skill games
Mindstretcher series
Mystery of the hotel Victoria
Number factory
Number munchers
Number stumper
Number words level II
Path tactics
Race car 'rithmetic
Ratios and proportions
Reading numerals and comparing
Secret of Vincent's museum
Ships ahoy
Solving word problems
Solving word problems with fractions
Stickybear numbers
Survival math
Third and fourth grade math competencies
Treasure of Fisher's Cove
Whole numbers: practice
Word problems

CALCULUS

Arbplot

CONSUMER MATH

Consumer situations

COORDINATE SYSTEMS

Bumble plot
Coordinate math
Exploring tables and graphs I
Exploring tables and graphs II
Graphing
Graphs and scale drawings
Interpreting graphs
Plot/guess the rule

CURRENCY

Handling money
Magic cash register
Money series: more counting
Money series: step 1 counting
Money works
Money! money!

DECIMALS/PERCENTS

Conquering decimals (+,-)
Conquering decimals (x,/)
Conquering percents
Get to the point
Sixth grade math competencies, decimals

EQUATIONS

Equation math
Equations
Success with math: quadratic equations

ESTIMATION

Estimating and common sense
Estimation activities
Estimation in word problems
Estimation strategies
Estimation: quick solve I
Estimation: quick solve II
Patterns

FACTORING

Decimals

FRACTIONS

Conquering fractions (+,-)
Conquering fractions (x,/)

MATHEMATICS (cont.)

FRACTIONS (cont.)

Fraction action
Fraction fever
Fraction munchers
Fractions and decimals
Survival math

GEOMETRY

Geometric presupposer: points and lines
Geometric supposer: circles
Geometric supposer: quadrilaterals
Geometric supposer: triangles
Geometry
Geometry
Geometry alive
Perimeter, area, and volume

LOGIC/PROBLEM SOLVING

Comp-u-solve
Guessing and thinking
Mind puzzles
Probability lab
Semcalc: the semantic calculator
Tobbs learns algebra

MEASUREMENT

Fish scales
Measure works
Measurement

MULTIPLE TOPICS

Computer math activities v. 1
Computer math activities v. 2
Computer math activities v. 3
Computer math activities v. 4
Computer math activities v. 5
Computer math games vol. 1
Exploring sequences and series
Math invaders
Math shop
Problem-solving strategies
Quations: the crossmath game
Speedway math
Teasers by tobbs: puzzles and problem solving

MULTIPLICATION/DIVISION

Quotient quest
Stickybear math II

NUMBER SYSTEMS

Bumble games
Conquering ratios and proportions
Number farm

NUMBER THEORY

Integers

TELLING TIME

Clock
Clock works
Nibble v.4 #5B Ram-pad/spelling tutor/time teacher
Using a calendar

WORD PROBLEMS

Math word problems
Math word problems
Problem solving process
Sailing through story problems
Solving addition and multiplication problems
Solving multiple-step problems
Solving subtraction and division problems

MUSIC

Music theory
Sound tracks

PHYSICAL EDUCATION

Bowling series
Sports terminology series

READING

Computerized placement appraisal

COMPREHENSION SKILLS

Adventure double feature v.II
All quiet on the western front
Alpine skier
Basic reading skills
Black stallion
Cause and effect (blue)
Cloze plus program level D
Comprehension power program (D/E/F)
Comprehension power program (L)
Diary of Anne Frank
Drawing conclusions
Eighth through tenth grade reading/language
Fact or opinion
Flying carpet
Following directions: behind the wheel
Getting the main idea
Guided reading program (L)
Lion's workshop
Lion, the witch and the wardrobe
Lord of the flies
M-ss-ng l-nks: classics, old & new
M-ss-ng l-nks: micro encyclopedia
M-ss-ng l-nks: young people's literature
Pickleface and other stories
Processing power program (F)
Processing power program (Hi.D)

READING (cont.)

COMPREHENSION SKILLS (cont.)

Processing power program (Hi.E)
Reading comprehension
Reading for detail
Reading for meaning I
Reading realities
Reading realities: elementary series
Reading workshop
Scoop Mahoney: investigative reader
Space station freedom
Stickybear reading
Stickybear reading comprehension
Those amazing reading machines I
Those amazing reading machines II
Those amazing reading machines III
Those amazing reading machines IV
Treasure cove
Wiz works

DECODING SKILLS

Context clues
Mystery sentences
Phrase reading I
Puzzler
Word radar
Word-a-tach

READING IN CONTENT AREAS

Dilemma
Sequence

READING READINESS

Alpha teach
Alphabetizing (blue)
Charlie Brown's ABC's
Easy as ABC
First-letter fun
Kids on keys
Letters and words
PAVE: perceptual accuracy/visual efficiency train.
Phonics prime time: initial consonants
Reader rabbit
Stickybear ABC
Tim and the cat and the big red hat
Word bank
Word wizards

VOCABULARY

About us
Animals and insects
Clothing and things
Fay's word rally
Fay: the word hunter
Hinky pinky
Inside
Picture dictionary
Riddle me this
Ruby the scene machine: the farm
Tennis anyone?
Things we like to do
Trickster coyote
Vocabulary development
Vocabulary improvement games
Vocabulary skills: prefixes, suffixes, and root..
Wizard of words
Word attack
Word man
Word master

SCIENCE

ANATOMY/PHYSIOLOGY

Body in focus
Body transparent
Human body: an overview
Human pump
Living cell
Microbe
Skeletal system

ASTRONOMY

Halley project: a mission in our solar system
Sky lab

BASIC SKILLS

All about science
Miner's cave
Relevant reading: science

BIOLOGY

Invisible bugs
Life science data bases for PFS: File
Osmotic pressure
Visifrog

BIOLOGY/ANIMAL ORGANISMS

Agents of infection
Animal photo fun
Backyard birds
Operation: frog

BIOLOGY/PLANT ORGANISMS

Lunar greenhouse
Photosynthesis and transport/reproduction plants
Weeds to trees

CHEMISTRY

Chemistry according to ROF
Chemistry: balancing equations
Fundamental skills for general chemistry
Mystery matter
Mystery objects

SCIENCE (cont.)

EARTH SCIENCE

Earth moves
Five-star forecast
Geoworld
Murphy's minerals
Sun and seasons
Volcanoes

ECOLOGY/ENVIRONMENT

Basic environmental science
Cleanwater detectives
Odell lake

NATURAL HISTORY

Designasaurus
Dinosaur days
Fossil hunter
T. Rex

PHYSICAL SCIENCE

Atoms
Classification
Energy
Excretion/nervous system
Paper plane pilot
Physical science baseball game: chemistry/physics
Physical science data bases for PFS: File
Woolly bounce

PHYSICS

Heat energy

SCIENTIFIC METHODS

Car builder
Instant survey
Instant survey sampler
Science toolkit master module
Woolly's garden

SIGN LANGUAGE

ASL fonts (public domain)
Fingerspeller w/fingernumbers
Micro-interpreter I
Micro-interpreter II
Micro-interpreter III (elem. signer)
Talking hands

SOCIAL STUDIES

BASIC SKILLS

Relevant reading: social studies

DECISION MAKING/VALUES

Balance of power
Oregon trail
Stickybear town builder

ECONOMICS

Market place

GEOGRAPHY

Africa
Continents and countries
Crosscountry California
Crosscountry Canada
Crosscountry Texas
Crosscountry USA
Great American cross country road race
Map skills
MECC Dataquest: Asia and Oceania
MECC Dataquest: Europe and the Soviet Union
Medalists-continents
Medalists-states
See the USA
States and traits
U.S. atlas action
Where in the world is Carmen Sandiego
World atlas action

HISTORY

Bluegrass bluff
Expedition to Saqqara-simulation
Time navigator around the world
Timeliner

MAP/GLOBE

Jenny's journeys

ORGANIZING INFORMATION

Africa
History makers
MECC dataquest: world community
MECC dataquest: Latin America
MECC dataquest: the Middle East and North Africa
Survey taker
U.S. government data bases for PFS: file
USA profile
Where in the USA is Carmen Sandiego

U.S. HISTORY

America, an early history
Elementary social studies v. 2
Ellis Island: the immigrant experience
Lewis and Clark stayed home
Race for the west
Time tunnel: American history series
U.S. Constitution then and now
U.S. history data bases for PFS: file

SOCIAL STUDIES (cont.)

WORLD HISTORY

Discover the world
Time navigator leaps back

TEACHER TRAINING

Hearing problems/public law 94-142
Writing and publishing in multimedia

UTILITIES

Grid designer

DRILL/TEST GENERATORS

All star drill
Create intermediate
Create your own lessons
Crossword magic
Designer puzzles
Elementary vocabulary/spelling
Individual study center
Math assistant II
Mathematics worksheet generator
MicroTest II
Multiple choices
Picture puzzles
Print your own bingo
Puzzle master
Questionnaire generator
Quickflash
Spelling puzzles and tests
Super quiz II
Super wordfind
Test of syntactic abilities
Time navigator
Watchwords
Wordisk maker

GRADES/RECORDKEEPING

Classmate
Kalamazoo teacher's record book
Report card

GRAPHICS

Animate
Award maker plus
Blazing paddles
Certificate maker
Dazzle draw
Fontrix
Heroes and villains
PFS: graph
Picture perfect
Poster
Professional sign maker
Sign designer
Take 1
TGS animation system (The Graphic Solution)
Triple dump

LESSON PLANNING

IEP generator
Lesson planner

READABILITY ANALYSIS

Fry readability program
Readability calculations

WORD PROCESSORS

Bank street writer plus
FrEDWriter (public domain)
HomeWord
MECC write start
MECC writer
Magic slate
Mercury
Milliken word processor
MultiScribe GS
Write this way

GRAMMAR CHECKER

Ghost writer
Sensible grammar

SPELL CHECKER

Bank street speller
MECC speller
Sensible speller
Webster's new world spelling checker

4 Apple Grade Levels

This index is arranged by grade level. Titles are listed alphabetically and appear under each level for which the producer designed it.

PRESCHOOL

A B sCenes
About us
Alpha teach
Alphabet circus
Animal photo fun
Animals and insects
ASL fonts
Blissymbolics: bliss library
Body awareness
Charlie Brown's 1 2 3s
Clothing and things
Colors and numbers
Comparison kitchen
Concentration
Counters
Counting critters
Critter count
Curious George visits the library
Curious George in outer space
Curious George goes shopping
Dinosaurs
Early games for young children
Early discoveries: size and logic
Easy as ABC
Elementary vocabulary/spelling
EZ LOGO
Facemaker gold
File cabinet
First-letter fun
Fish scales
Flodd, the bad guy (Reading Magic Library)
Flying carpet
Friendly computer
Fun from A to Z
Inside
Jack and the beanstalk (Reading Magic Library)
Juggles' rainbow
Kids on keys
Learning about numbers v. 1
Letters and words
Lion's workshop
Magic crayon
McGee
Muppet word book
Muppetville
New talking Stickybear alphabet
Number farm
Paint with words
Picture perfect
Puzzle master
Right of way
Shape and color rodeo
Software shopper
Space waste race
Stickers
Stickybear bop
Stickybear reading comprehension
Stickybear shapes
Stickybear reading
Stickybear opposites
Stickybear shapes
Stickybear opposites
Stickybear ABC
Stickybear numbers
Teddy finds a home
Ten little robots
Things we like to do
Voiceprint
Word pieces

KINDERGARTEN

Arithmetic critters
Bumble games
Bunny hop
Certificate maker
Charlie Brown's ABC's
Choices, choices: on the playground

KINDERGARTEN (cont.)

Computer CUP (concept understanding program...
Designer puzzles
Fantavision
Fay: that math woman
Fay's word rally
Fingerspeller w/fingernumbers
Fizz and Matina's little shoppers kit
Green jay arithmetic
Idea invasion
Language experience series
Lesson planner
Literary mapper
Math rabbit
Math machine
Math invaders
Memory
Milliken word processor
Multiple choices
Music theory
Number words level I
Ollie and Seymour
Path tactics
Patterns
PAVE: perceptual accuracy/visual efficiency train.
Phonics prime time: initial consonants
Picture chompers
Picture parade
Picture dictionary
Picture puzzles
Positively rewarding
Professional sign maker
Questionnaire generator
Race car 'rithmetic
Reader rabbit
Ships ahoy
Sign designer
Sound tracks
Special skill builders II
Special skill builders I
Spelling in context level I
Stickybear basketbounce
Stickybear printer
Stickybear printer picture library I
Story machine
Storybook weaver: world of make-believe
Storybook weaver: world of adventure
Storybook weaver
SuperPrint!
Terrapin LOGO
Tim and the cat and the big red hat
Wizard of words
Woolly bounce
Woolly's garden
Word wizards

ELEMENTARY

Addition logician
Addition tutor
Addition table
Adjectives
Adventure double feature v. II
Alcohol: an educational simulation
Alien addition
All star drill
All quiet on the western front
All the right type
All about science
Alphabetizing
Alphabetizing (blue)
Alpine skier
Analogies tutorial
Analyzing an ad
Answering questions library style
Arith-magic
Backyard birds
Bank street speller
Bank street writer plus
Bank street storybook
Basic math competency skill building
Be a writer (use w/ Magic Slate)
Black stallion
Blackout! a capitalization game
Blazing paddles
Bluegrass bluff
Body in focus
Body transparent
Bowling series

ELEMENTARY (cont.)

Bumble plot
Call the parrot
Capitalization
Capitalization plus
Car builder
Cause and effect (blue)
Cavity busters
Children's writing & publishing center
Circus math
Cleanwater detectives
Clock works
Clock
Cloze plus program level D
Code quest
Communikeys
Comp-u-solve
Comprehension power program (L)
Comprehension power program (D/E/F)
Computer math games v. 1
Computer math activities v. 5
Computer math activities v. 4
Computer math activities v. 1
Computer math activities v. 3
Computer math activities v. 2
Computerized placement appraisal
Conquering percents
Conquering fractions (x,/)
Conquering ratios and proportions
Conquering whole numbers
Conquering decimals (x,/)
Conquering fractions (+,-)
Conquering decimals (+,-)
Context clues
Continents and countries
Coordinate math
Create your own lessons
Create intermediate
Crime time
Crosscountry Canada
Crosscountry California
Crosscountry Texas
Crosscountry USA
Crossword magic
Crypto cube
Dazzle draw
Decimals
Delta drawing
Designasaurus
Diary of Anne Frank
Dictionary skills
Dinosaur days
Double "n" trouble
Dragon games
Dragon's keep
Drawing conclusions
Early addition
Elementary social studies v. 2
Elements of mathematics
English picture reading and word recognition
Estimating and common sense
Estimation strategies
Estimation: quick solve I
Estimation activities
Estimation: quick solve II
Expedition to Saqqara-simulation
Exploring tables and graphs II
Exploring tables and graphs I
Fact or opinion
Factory
Fay: the word hunter
Fifth through seventh grade math competencies
Five-star forecast
Following directions: behind the wheel
Fossil hunter
Fraction fever
Fraction munchers
Fraction action
Fractions and decimals
FrEDWriter
Fry readability program
Function pictures
Galaxy math facts games
General media center terms
Geoworld
Gertrude's puzzles
Getting the main idea
Glowy
Goodell diamond caper
Grammar toy shop
Grammar gremlins

ELEMENTARY (cont.)

Grammar gazette
Grammar examiner
Grammar monsters
Grand prix
Graphing
Great space race
Guessing and thinking
Guided reading program (L)
Gulp! and Frenzy
Halley project: a mission in our solar system
Handling money
Heroes and villains
Hinky pinky
History makers
HomeWord
Homonyms
How can I find it if I don't know what I..
Human pump
Human body: an overview
I can write (use w/ Magic Slate)
Incredible laboratory: strategies in problem solv.
Individual study center
Information connection
Instant survey sampler
Invisible bugs
Jack and the beanstalk
Jenny's journeys
Junior typer
Keyboard cadet
Keyboarding for individual achievement
Kidwriter
Lewis and Clark stayed home
Librarian
Library and media skills
Life science data bases for PFS: File
Lion, the witch and the wardrobe
Littletown zoo
Logic builders
Logo robot
Lord of the flies
Lunar greenhouse
M-ss-ng l-nks: young people's literature
M-ss-ng l-nks: micro encyclopedia
Magic cash register
Magic slate
Magic spells
Map skills
Market place
Master spell
Mastering punctuation
Mastering capitalization
Mastering language
Mastering spelling
MasterType
Math skill games
Math grade 1
Math word problems
Math assistant II
Math blaster
Math blaster plus
Mavis Beacon teaches typing
Maze-o
Measure works
MECC dataquest: the Middle East and North Africa
MECC dataquest: Latin America
Medalists-states
Medalists-continents
Memory castle
Memory match
Mercury
Micro-interpreter II
Micro-interpreter III (elem. signer)
Micro-interpreter I
Microtype, the wonderful world of paws
Microzine v.1 #1
Microzine v.1 #2
Microzine v.1 #3
Microzine v.1 #4
Microzine v.1 #5
Microzine v.1 #6
Microzine v.1 #7
Microzine v.1 #8
Microzine v.1 #9
Microzine v.1 #10
Microzine v.1 #11
Mind puzzles
Mindstretcher series
Miner's cave
Money series: step 1 counting

ELEMENTARY (cont.)

Money series: more counting
Money works
Money! money!
Moptown hotel
Moptown parade
Mr. Pixel's programming paint set
Murphy's minerals
Mystery of the hotel Victoria
Mystery matter
Mystery sentences
Mystery objects
Nibble v.4 #5B Ram-pad/spelling tutor/time teacher
Nibble v.4 #6B Word find/slot finder/search/text.
Nouns/pronouns
Number words level 2
Number stumper
Number factory
Number munchers
Odell lake
Operation: frog
Oregon trail
Paintworks plus
Paper plane pilot
PatternMaker
Pickleface and other stories
Playwriter series/tales of me
Playwriter series/adventures in space
Poet's journal
Poetry express
Pond
Poster
Print your own bingo
Problem solving with nim
Processing power program (Hi.E)
Processing power program (Hi.D)
Processing power program (F)
Punctuation put-on: elementary
Punctuation rules
Punctuation I
Puzzler
Quations: the crossmath game
Quiz castle
Quotient quest
Readability calculations
Readers' guide to periodical literature
Reading realities: elementary series
Reading for detail
Reading comprehension
Reading workshop
Reference micro mysteries: textbook skills
Relevant reading: social studies
Relevant reading: science
Rhyming pictures
Riddle me this
Right job
Rocky's boots
Ruby the scene machine: the farm
Sailing through story problems
Science toolkit master module
Scoop Mahoney: investigative reader
Secret of Vincent's museum
See the USA
Sentence fun
Sentence combining (SENCOM)
Sequence
Skeletal system
Solving word problems
Space station freedom
Space subtraction
Speedway math
Spellagraph
Spellakazam
Spellevator
Spelling puzzles and tests
Spelling rules
Spelling workout
Spelling wiz
Spelling press
Square pairs
Stickybear basic
Stickybear parts of speech
Stickybear math II
Stickybear math
Stickybear drawing
Stickybear town builder
Stickybear spellgraber
Stickybear typing
Stories from the planet Zee
Subtraction tutor

ELEMENTARY (cont.)

Sun and seasons
Survey taker
Survival math
T. Rex
Take 1
Talking hands
Teasers by tobbs: puzzles and problem solving
Tennis anyone?
That's my story
Third and fourth grade math competencies
Those amazing reading machines II
Those amazing reading machines I
Those amazing reading machines III
Tic tac show
Time tunnel: American history series
Time navigator
Timeliner
TNT (typing for new typists)
Trains
Treasure of Fisher's Cove
Treasure cove
Trickster coyote
Turtle tracks
U.S. atlas action
Using a calendar
Vacation nation travel
Verb viper
Verbs and adverbs
Verbs
Vocabulary development
Vocabulary improvement games
Voyage of the Mimi: Introduction to Computing
Watchwords
Webster: the word game
Weeds to trees
Where in the USA is Carmen Sandiego
Where in the world is Carmen Sandiego
Who, what, where, when, why
Whole numbers: practice
WISC-R report writer
Wiz works
Word man
Word quest
Word attack
Word bank
Word master
Word parts level II
Word families II
Word-a-tach
Word works
Word radar
Word invasion
Wordisk maker
Words at work: prefix power
Words at work: suffix sense
Words at work: compound it!
Words at work: contraction act.
World atlas action
Write this way
Writer rabbit
Writing adventure

INTERMEDIATE

Adding, subtracting, multiplying and dividing
Africa
Agents of infection
AIDS: the investigation
Alcohol: 4 interactive programs
Algebra word problems II: area, perimeter, lever
America, an early history
Animate
Atoms
Averages
Babysitter's manual
Bank Street filer
Basic reading skills
Basic first aid and illness
Basic environmental science
Chemistry: balancing equations
Chessmaster 2000
Classification
Comparative buying
Consumer situations
Convert fractions to decimals...
Dilemma
Discover the world
Discovery encyclopedia
Drugs
Earth moves

INTERMEDIATE (cont.)

Echelon
Eighth through tenth grade reading/language
Ellis Island: the immigrant experience
Energy
English: our language
Equations
Equations I
ESL picture grammar
Estimation in word problems
Exploring sequences and series
Financing a car
First day on the job
Flight simulator II
Gears: strategies in problem solving
Geometric presupposer: points and lines
Geometric supposer: quadrilaterals
Geometry
Geometry alive
Geometry
Get to the point
Ghost writer
Ghostbusters
Grammar study center
Graphing linear functions
Graphs and scale drawings
Great American cross country road race
Heart and exercise
Homework helper writing
How to do research
Idioms in America
Instant survey
Integers
Interpreting graphs
King's quest
Lessons in syntax
Living cell
M-ss-ng l-nks: classics, old & new
Match wits
Math for all ages
Math word problems
Math shop
Measurement
MECC Dataquest: Europe and the Soviet Union
MECC dataquest: world community
MECC Dataquest: Asia and Oceania
MECC write start
MECC writer
MECC speller
Merry canned nightmares and dreams
Newsroom
Perimeter, area, and volume
Perplexing puzzles
Photosynthesis and transport/reproduction plants
Phrase reading I
Physical science data bases for PFS: File
Physical science baseball game: chemistry/physics
Platoon
Plot/guess the rule
Probability lab
Problem-solving strategies
Problem solving process
Problem solving in algebra
Proteus: a pre-writing tool
Punctuation skills: commas
Punctuation put-on: junior high
Punctuation put-on: senior high
Punctuation skills: end marks, semicolon, & colon
Race for the west
Ratios and proportions
Reading realities
Reading numerals and comparing
Risk
Robot odyssey I
Scholastic data files for Bank Street filer
Semcalc: the semantic calculator
Sensible grammar
Sensible speller
Shadows of Mordor
Show time
Signs and symbols
Simulated computer
Sixth grade consumer situations
Sixth grade math competencies, decimals
Sky lab
Smoking decision
Solving addition and multiplication problems
Solving subtraction and division problems
Solving multiple-step problems

INTERMEDIATE (cont.)

Solving word problems with fractions
States and traits
Strike fleet
Super wordfind
Survival math
Those amazing reading machines IV
Time navigator leaps back
Time navigator around the world
Tobbs learns algebra
U.S. Constitution then and now
U.S. government data bases for PFS: file
U.S. history data bases for PFS: file
USA profile
Visifrog
Vocabulary skills: prefixes, suffixes, and root..
Volcanoes
Webster's new world spelling checker
Word problems
Writer's helper
Writing a narrative
Zoyon patrol

HIGH SCHOOL

A.I.: an experience with artificial intelligence
Adventure master
Algebra vol. II
Algebra drill and practice II
Anagramas Hispanoamericanos
Appleworks
Arbplot
Balance of power
Bataille de mots
Batalla de palabras
Birth defects series
Body language analysis
Bureaucracy
Carpentry cluster
Cartels and cutthroats
Chemistry according to ROF
Child care
College explorer
Computer literacy (CLIP)
Computer preparation for the SAT
Construction trades
Contemporary living (Survival skills series)
Cooking and baking unit
Cosmetology
Dr. Know
English: parts of speech
Equation math
Essential idioms in English
Excretion/nervous system
Fontrix
Food service cluster
Fundamental skills for general chemistry
Geometric supposer: triangles
Geometric supposer: circles
Giant world (French)
Giant world (Spanish)
Grid designer
Heat energy
Intellectual pursuits
Keys to responsible driving
Mechanics cluster
Mechanics
Metal trades
Modern writing skills
Monty plays scrabble
MultiScribe GS
Osmotic pressure
Personal consumerism (Survival skills series)
Personal finance (Survival skills series)
Petersen's college selection service (2 year)
Petersen's college selection service (4 year)
PFS: file
PFS: report
PFS: graph
Pregnancy and you
PSAT/SAT analogies
PSAT Word attack skills
Reading for meaning IV
Remember!
SAT word attack skills
Sports terminology series
Success with math: quadratic equations
TGS animation system (The Graphic Solution)
Triple dump
Turbo PASCAL
Venereal disease
Word challenge

HIGH SCHOOL (cont.)

Work series (Survival skills series)

POSTSECONDARY

Hearing problems/public law 94-142
Mathematics worksheet generator
Microbe
Super quiz II
Test of syntactic abilities

ADULT

Award maker plus
Classmate
IEP generator
Kalamazoo teacher's record book
Math/MECC link
MicroTest II
Quickflash
Report card
Writing and publishing in multimedia

5 Apple Software Descriptions

A

A B sCenes — 3

428.4 A3 1985 A (d) Queue
Apple 48k 24.95
English/language arts-basic skills preK-1

Uses graphics to teach the alphabet. Each letter is associated with an animation which quickly helps user make associations between letters & words.

COSDB + (Fleharty); Sunnyside/WA # (1-6); LincHSDist564/MN + (Soine); OKSD # (Martin); Wappingers/NY # (Edwards); Cassavant/NY + (Meyers); ASD -- (VanVeghten); CO.NECBOCES - (preK-K);

High/Scope #; Parent's Choice Award 1984; Creative Comp 10/84 +;
1- 5.25 disk; user guide

OKSD: Because of the write protection disk will not load if disk drive is not within tolerance. Wappingers/NY: I thought it was a bit boring. LincHSDist564/MN: Not exciting. Cassavant/NY: Noisy when loading. ASD: Boring for child, skill level too high, graphics awful, poor user reinforcement.

A.I.: an experience with artificial intelligence — 2

006.3 H3a 1987 A (d) Scholastic
Apple 64k 69.95
computers-AI 9-16

Brings a true experience in artificial intelligence to microcomputers. Users learn AI as they teach the computer rules by which to play games.

NWNazareneC/ID - (Drahn);

Only the Best; Bklist 12/1/87 +; Classrm Comp Learn 11-12/87 + and 2/88 ++; A+ 12/87 ++; Family 1/88 +; inCider 9/87 +; Sch Sci and Math 10/87 +;
1- 5.25 disk; user guide

NWNazareneC/ID: The students found it confusing (postsecondary).

AIDS: the investigation

616.97 A5 1985 A Marshware
Apple 48k 65.00
health-diseases 8-adult

A problem-solving activity in which students take the role of health investigators and apply their knowledge of AIDS to trace the chain of infection as the AIDS virus is passed through a community.
1- 5.25 disk; user guide

ASL fonts — 3.8

686.2 A7 A (d) public domain
Apple 64k 5.00
sign language preK-adult

Collection of fingerspelling fonts to be used with *Print Shop*. Requires *Print Shop*. Public domain - may be copied.

EscanabaHS/MI ++ (7-12); Jenks/OK - (adult); NikkariEl/MI + (preK-4); AGBell/OH + (adult);
1- 5.25 disk;

EscanabaHS/MI: The students (grades 7-12) found it so much fun to use. They got a big kick out of being able to make cards and signs using the fingerspelling. Good reading practice, too.

About us — 2.6

612 A2 1983 A Queue
Apple 48k 34.95
reading-vocabulary preK-6

Lessons relate to the child's everyday experiences and are designed to introduce the language associated with familiar objects and activities. Disk is used in conjunction with accompanying book.

CLEARYSD + (Veatch); ORSSD - (Cruscial); FMDayEl/CO + (Armfield); TaftMS/OK -- (Andruss); MidORRegPHI - (Lathourakis); DouglasTilden/CA - (McGrath); Overlander/Can --; WilcoxEl/HI + (Smalling); HighPointRIII/MO - (Fortenberry); Underwood/NC ++ (Little); Crestline/OH # (Petty); StaffordEl/NJ # (Gibbons); LakelandAEA/IA - (Wethor); Riverside/IA -- (preK);

CA Lib Media Consort 1985;
1- 5.25 disk; user guide; punch-out cards; student book

ORSSD: Not enough flexibility for user. Poor reinforcement. TaftMS/OK: Boring - flashes "SPACE BAR" in examples - children can react much faster - must wait while arrow points to right word 25 times. Different pictures in the supplementary materials would relieve the boredom a little (used with grades 6, 7 & 8). MidORRegPHI Not enough flexibility for other use - not enough reinforcement for students - not appropriate for preschool-school without a reader to give directions. Correction procedure unclear for students. DouglasTilden/CA: Seems dated. WilcoxEl/HI: In description of this program, it stated it was designed to introduce language for objects and activities. This program taught several vocabulary words but not language structure. HighPointRIII/MO: Too simple. Underwood/NC: My students (grades 3-5) really enjoyed this program. StaffordEl/NJ: Reinforces reading vocabulary related to the body.

Adding, subtracting, multiplying and dividing

513.5 A5 1988 A — Aquarius
Apple 48k — 175.00
mathematics-basic skills — 8-10

Provides instruction on: adding and subtracting numbers/decimals with regrouping; multiplying with multipliers up to three digits; multiplying decimals up to hundredths; and more. Includes pre- and post-tests. Part of 8th-10th Grade Math series.
5- 5.25 disks

Addition logician — 3

513.2 A32 1984 A — MECC
Apple 48k (not gs) — 49.00
mathematics-addition/subtraction — 2-4

Presents problems and motivating games focusing on whole number addition involving regrouping. Problems are sequenced according to difficulty.

MT.MSDB # (Gillis);
MicroSIFT 2/85 +
1- 5.25 disk; teacher's guide

MT.MSDB: A classroom teacher reviewed and recommended this program. The following are my personal comments. (1) The user must be closely monitored. the program freezes with an incorrect answer and the user can become lost with no escape option. (2) The correct answer in never shown to the user. (3) The program displays twenty (20) problems with no escape. Considering the difficulty of the math problems and the length of the average math class, twenty could be too many in one time period. With the age groups using the software, and if a student was struggling to learn math, this program would not reinforce or teach addition skills.

Addition table — 3.1

372.7 A3 1983 A — SVE
Apple 48k — 49.95
mathematics-addition/subtraction — 1-3

Game designed to help improve user's accuracy and speed in performing addition problems. Also promotes eye-motor skill development.

FDLRS +; ElmCreekLib/KS -- (Robinson); Malden-CoopSD/MO - (Aslin); KellyEl/ND + (LaDuke); NoTrailsAEA/IA + (Garriott); StaffordEl/NJ + + (Gibbons); LakelandAEA/IA - (Wethor); SAK/NM # (Klein);
1- 5.25 disk; user guide

NoTrailsAEA/IA: Great program for drill work. Students must be taught to read the problem below the graph since the graph is difficult to read.

Addition tutor

513.211 A1 1991 A — Hartley
Apple II, IIe, IIc, IIc+, IIgs, one disk drive — 49.95
mathematics-addition/subtraction — 1-4

Users may choose from different levels of instruction and ask for help at any time, and the computer will take them through the process one step at a time. Problems are randomly generated.
1- 5.25 disk; teacher manual

Adjectives — 2.5

425 C6a 1982 A — Aquarius
Apple 32k — 39.95
English/language arts-grammar — 5-10

Emphasis is place on the position of an adjective and the specific areas of identification of proper, comparative and superlative adjectives.

WPASD - (Malmberg); KSU.SPED # (Seeger);
1- 5.25 disk; user guide

KSU.SPED: Language for directions/explanations is not applicable for hearing impaired population.

Adventure double feature v.II — 2.8

428 A3 1984 A (d) — Scholastic
Apple 48k — 17.97
reading-comprehension skills — 3-12

Lets user be the star and director of two computer adventures. User makes decisions which tell the tale. Extensive use of graphics.

WPASD # (Karn); Wappinggers/NY # (Edmonds); BrunsonJHS/SC + + (Plemons); OswegoBOCES/NY - (Hebert); PortsmouthHS/NH - (O'Sullivan); Riverside/IA - (4);
1- 5.25 disk; user guide

Wappingers/NY: Too boring - little room for student creativity. OswegoBOCES/NY: We have not had good luck booting this program.

Adventure master — 2.5

794.82 C5a 1984 A (d) — CBS
Apple 48k — 62.95
educational games — 9-16

A creative instruments that becomes an adventure factory. Helps user design own text-adventure games, creating up to 60 "rooms" within each.

MSSD + (9-12); COSDB + (Fleharty); LJHS -- (Vaughan); SUNYGeneseo/NY -- (Godsave);
Soft Rept B;
2- 5.25 disks; user guide; product catalog; reference sheet

SUNYGeneseo/NY: I found it very difficult to follow. The concept is great and I'd like to see other programs like this because it has the potential of being adaptable to any unit of instruction.

Africa — 4.2

960 A3 1982 A — Educational Act.
Apple 48k — 69.00
social studies-geography — 7-14

Part 1 induces user to read, analyze and evaluate a series of questions. Part 2 introduces cities, rivers and land forms.

MSSD + (9-12); NYSD + (Spidal); DutchessBOCES/NY ++ (Johnson); COSDB # (Vaura); StRitaSD/OH + (Dinnesen); CousinoHS/MI ++ (adult);

Only the Best; Soft Rept B+; Classrm Comp Learn 12/85 +; Curr Rev 1/85 +;

2- 5.25 disks; user guide

COSDB: ..would recommend for purchase only for drill purposes. Very informative - but monotonous. StRitaSD/OH: The user must start from the beginning with each disc. I think I would have liked to be able to bring the student into different parts of a disk but program is not set up to do so if you want to take the superquiz. Also, it is impossible to skip over the introductory part. CousinoHS/MI: Good software. It is expensive so purchase would be difficult to justify in a large school for the deaf as its use is limited.

Agents of infection

589.9 A2 1986 A — Prentice-Hall
Apple 64k — 88.50
science-biology/animal organisms — 6-12

Users experiment with magnification using simulations of a magnifying glass and a microscope. They then compare magnification needed to visualize various organisms and use information to make distinctions among relative sizes of various microbes.

Science Teach 1/88;

2- 5.25 disks; teacher's guide

Alcohol: 4 interactive programs

613.81 A42 1986 A (d) Student Awareness
Apple 48k — 89.95
health-drugs/alcohol/tobacco — 6-12

Consists of four units which provide info about alcohol use. Each is divided into sections which present info, introduce problems, activities, etc.

Comp Teach 3/88 +;

5- 5.25 disks; user guide

Alcohol: an educational simulation 4.3

613.81 A4 A — Marshware
Apple 48k — 49.95
health-drugs/alcohol/tobacco — 5-16

Consists of two programs: The Party and The Tutorial. "The Party" simulates a social gathering. "The Tutorial" presents questions on alcohol.

WPASD + (Peery), CLEARYSD + + (Veatch), AZSDB + (Upton et al), ASD + (Robinson); COSDB + (Fleharty); LuzerneIU18/PA + (Ohmacht), PortsmouthHS/NH + + (Rice);

Only the Best 1989; EPIE +; Soft Rept A;

1- 5.25 disk; user guide

Algebra drill and practice II 4

512 D4a 1982 A — Conduit
Apple 48k — 140.00
mathematics-algebra — 10-13

Offers practice on decimal arithmetic, absolute numbers, solving equations and inequalities involving absolute values and other algebraic forms.

NTID ++ (Russell); PortsmouthHS/NH # (Rice); CousinoHS/MI +; CASB + (adult);

Math Teach 12/83 +; MicroSIFT 6/84 +;

4- 5.25 disks; user guide

NTID: When more than one response is asked for, there's delay between questions. If the user starts typing too soon, their first character may not be registered and the response is wrong. CousinoHS/MI: Much too high a level for my students (gr. 9).

Algebra vol. II

512 A43 1982 A (d) Compton's
Apple 48k — 39.95
mathematics-algebra — 9-11

Teaches the fundamental concepts of first-year algebra. Its instruction is interactive; the programs work with user at a pace and sequence that match needs.

1- 5.25 disk; user guide

Algebra word problems II: area, perimeter, lever 2.8

512 H5a A — Queue
Apple 48k — 34.95
mathematics-algebra — 8-11

Designed to assist beginning algebra students in achieving a degree of competence in analyzing and solving typical word problems.

WPASD - (Malmberg); VSDBH + (Shepshire); LouisaHS/VA - (Meadows); CASB # (adult);

Soft Rept C;

1- 5.25 disks; teacher's guide

LouisaHS/VA: The program lacks motivational devices. It is no more exciting than using a blackboard and chalk.

Alien addition 3.9

513.2 c5a 1985 A — DLM
Apple 48k — 46.00
mathematics-basic skills — 1-3

Practice in addition of numbers 0-9 in arcade game format.

FDLRS +; HES + (May); MSSD + (9-12); CarlsbadHS/CA + (Gaitan); RheinSchule/WGermany ++ (Schuler); DouglasTilden/CA + (McGrath); ElmCreekLib/KS # (Robinson); Cassavant/NY + (Meyers); KDES + (Kubis); WaukeganHI/IL + (Pates/Yepsen) ++; CambridgeEl/Can - (Gould); LakelandAEA/IA ++ (Wethor); NikkariEl/MI + (1); DCSHospSch/NC ++ (2); ADEPT/TX -- (2); CousinoHS/MI ++ (12); HIPLakeview/KS -- (1-3); EMichU ++ (adult); Miller/KS ++ (2-5); BarbadosSDB + (Harding);

BEST COPY AVAILABLE

Only the Best; MicroSIFT 6/84 +; Crseware Rept Card 9/82; Soft Rept B; Curr Rev 8-9/82 +; EPIE -; Sch Lib J 11/82 +; Alberta +
1-5.25 disk; teacher's manual; disk instruction booklet; stud. record sheet; chart; strategies sheet; flash cards; etc.

Cassavant/NY: Good but expensive - students need to know the facts before being able to use program. WaukeganHI/IL: (Pates) My students are not yet computer literate. I can control the pace, level, etc. of the program, but the students can't. (Yepsen) The flexibility of user control is wonderful. The pace and skill levels can easily be changed for various levels. CambridgeEl/Can: The program was complicated for my students (grades preK-1). This would be much better suited to older, more computer-literate students. More time was required to learn the commands and instructions than was required to practice addition drill. LakelandAEA/IA: My student (grade 2) was highly motivated by this program. NikkariEl/MI: This software was motivating for our students (gr. 1). DCSHospSch/- NC: This is a great program for reinforcement of math facts. It also includes excellent supplemental materials. It would be nice if the program included other operations. ADEPT/TX: This was much too difficult for my students (gr. 2). They could only get one game to boot up. No instructions were available and no way for me to control the pace for the students. The user needs to know addition facts already - not just sums to 10. CousinoHS/MI: Very good supports such as card game, worksheets, variable speed, matching answers, etc. HIP-Lakeview/KS: This program does not help children learn addition skills. To move the ship, you must figure a problem and press the space bar. It requires too much at one time and not enough time is allowed to do all these functions. EMichU: This has a high interest level and is challenging enough not to bore older users. Miller/KS: This is good drill for 2nd grade or older. I liked being able to slow the program down enough for the children to be able to answer. BarbadosSDB: Very good for students who need to practice and memorize addition facts (not used with students).

All about science 3.7

530 A4 1987 A — Ventura Ed. Sys.
Apple 128k — 169.95
science-basic skills — 4-6

Covers simple machines, the solar system, light, sound, and matter.

STMARYSSD + (Harmon); EscanabaHS/MI # (Miller); CousinoHS/MI + (10);
4- 5.25 disks; user guide

STMARYSSD: Nice program. EscanabaHS/MI: I liked the program, but my students didn't. When the students entered a wrong response, the language for the explanation was too difficult and too long for them. CousinoHS/MI: This is very expensive and needs tutorial help for students. It does have a lot of information but it was quite high for my students (gr. 10). Too much reading that bores the kids. It includes a great, well organized manual with experiments which could actually be used as a text.

All quiet on the western front 3

428.43 S7a 1984 A — Media Basics
Apple 48k — 49.95
reading-comprehension skills — 3-13

Evaluates reading skills and measures comprehension by engaging users, responding to answers, reinforcing, and correcting. Assumes user has read novel.

COSDB # (Fleharty); PoplarBluff/MO # (Rice); *EPIE -;*
1- 5.25 disk; study guide; 2 activity sheets; loading instruction sheet. Novel not included with package.

PoplarBluff/MO: Reading level too high (used in high school).

All star drill

006.6 1991 A — Tom Snyder
Apple 64k — 69.95
utilities-drill/test generators — 3-12

Allows combination of drill and practice for group reviews. Built-in editor lets user play the game with any multiple choice or open-ended question. Teacher can print out questions ahead of time as a preparation aid for students. Includes lesson plans.

Sch Lib J 11/89;
3- 5.25 disks; user guide

All the right type

652.3 A 1992 A — Didatech
Apple 64k — 57.00
business-typing — 4-12

Covers all areas of typing instruction from the beginner's level up to advanced. Designed to develop typing speed and accuracy using real sentences and meaningful paragraphs early in the learning sequence. Includes authoring system and word processor.

Only the Best; Elect Learn 5/90 +;
1- 5.25, 1- 3.5 disks; user guide

Alpha teach 3.2

421 A4 1982 A (d) — EMC
Apple 48k — 39.95
reading-reading readiness — preK-2

Color graphics help very young users and special needs students learn the alphabet. Presents upper and lower case letters with objects.

MT.MSDB + (Schwabe); MidORRegPHI # (Lathourakis); SouthEl/IA - (Skibsted); Covington/VA # (Fey); Filling/OH + (Zellers);
Soft Rept B-; High/Scope -;
1- 5.25 disk; teacher's guide

MidORRegPHI: Feedback/reinforcement inappropriate for young children (3rd grade). Several graphics difficult to identify. Nice way to reinforce the alphabet.

SouthEl/IA: I was not impressed with the graphics nor did I like the reinforcement techniques used for preK. Covington/VA: I feel that another program might better meet the objectives. Filling/OH: We liked this program!

Alphabet circus 3.8

372.414 A5 1984 A DLM
Apple 48k 32.95
English/language arts-basic skills preK-5

Six activities help acquaint user with alphabetical order, letter recognition, keyboarding skills, text creation and problem solving. Circus graphics add to sustain interest in one- and two-player games.

Filling/OH # (Zellers); LaramieSD1/WY + + (K-2); NikkariEL/MI + (preK-K); DCSHospSch/NC # (preK); BerryhilEl/FL + (preK-1);

Soft Rept A-; Closing the Gap 2-3/88 +; EPIE 11/86 +; High/Scope; 1988 Ed Soft Preview Guide;
1- 5.25 disk; alphabet sheet; user guide; product catalog

NikkariEL/MI: This provides good practice in alphabet sequence. The juggling game didn't give the kids enough time to find the letters on the keyboard. BerryhilEl/FL: Kids (preK-1) really enjoyed it! Very motivating.

Alphabetizing

421.1 A2 1987 A Aquarius
Apple 48k 45.00
English/language arts-basic skills 3-8

Graphically illustrated rules for alphabetizing. Contains a management system and teacher's guide.
2- 5.25 disks; teacher's guide

Alphabetizing (blue) 3

372.6 S3 1983 A Learning Well
Apple 48k 49.95
reading-reading readiness 3-12

Designed as an enrichment tool to help users improve their alphabetizing skills.

MSSD # (9-12); STMARYSSD - (Brady); KDES +; ChulaVistaJHS/CA - (Moran); BonnerCoSch-Dist82/ID # (Selle); LuzerneIU18/PA - (Ohmacht); StaffordEl/NJ + (Lithgow); Riverside/IA + (Schledewitz);

EPIE -; Soft Rept B;
1- 5.25 disk; teacher's guide

LuzerneIU18/PA: It was very difficult to follow the directions of this program. Often the students became confused on what to do. StaffordEl/NJ: Too high level for our kids (K-4). Only one could benefit from this. Riverside/IA: The different keys used to move the arrows was difficult for my students to remember.

Alpine skier 3.6

428.4 A4 1981 A Data Command
Apple 48k 113.75
reading-comprehension skills 4-11

Lets the user become an Olympic class skier on his or her way to improving reading comprehension skills.

COSDB - (Fleharty); WISD +; Arey/IA + + (Salinas); Underwood/NC + + (Cody); LakelandAEA/IA + (Wethor); CousinoHS/MI # (9-10); KLC/MA - (6,8); StoneCo/MS # (6-8); EMichU # (teacher); INSD + + (4-5); JFRhodesHS/OH (9-12);

EPIE --; Sch Lib J 8/82 +; MicroSIFT 6/83 +; Media Rev 3/83 ?; CA Lib Media Consort 1984 +; Alberta -; Soft Rept B;
4- 5.25 disks; user guide

Arey/IA: Students used the program. Underwood/NC: Highly motivational (grades 3-5). CousinoHS/MI: Too boring. It shows the same concept over and over. StoneCo/MS: Adaptive to a variety of levels. EMichU: Software was quite user friendly. Repeating the same graphic may be boring for some users. More animation for reinforcement would be helpful as often it is more "fun" to respond incorrectly to see the skier "crash". INSD: It was a good program to use as a teaching tool for English. JFRhodesHS/OH: The program was motivational. Students were able to use the program without much teacher interaction. It would have been nice if the program explained why a response was incorrect. Students (grades 9-12) with hearing could have used some sound with this program.

America, an early history 3

973.2 A6 1988 A Aquarius
Apple 48k 195.00
social studies-US history 6-12

Series of interactive, tutorial programs takes users into historical settings, allowing them to become active participants in the past. Includes: A new continent; Jamestown; 13 Colonies; Struggle for independence; American explorers; Westward expansion.

ForsthyeCtrD/NC # (adult);
6- 5.25 disks; teacher's guide

Anagramas Hispanoamericanos

918 A5 1985 A Gessler
Apple 128k 29.95
foreign languages-Spanish 9-adult

Teaches and reviews names, capitals and locations of countries of South and Central America, Mexico, and the Caribbean areas.
1- 5.25 disk; user guide

Analogies tutorial 4

169 A5 1983 A Hartley
Apple 48k 59.95
English/language arts-literature 5-8

Users learn to identify relationships i.e. synonyms, antonyms, object/group, object/user, part/whole, object/description, cause/effect and grammatical usage.

COSDB + (Fleharty); SUNYGeneseo/NY + (Godsave); WaukeganHI/IL + (Degman); CousinoHS/MI + (9); Oceanside/NY + (4-5, 10);

2- 5.25 disks; user guide; pre-test; post-test

SUNYGeneseo/NY: Very flexible. WaukeganHI/IL: Level too high for students. CousinoHS/MI: This is a difficult area for the deaf. This program gives lots of practice. Bright 9th grader needed a walk-thru first time to understand well as the directions are confusing. It contains good information though and is worth buying. Oceanside/NY: I liked the graphics of how many responses were correct and tried, but overall there were too many directions.

Analyzing an ad 1.7

659.1 A5 1983 A (d) MCE
Apple 48k 44.95
home economics-consumerism 6-12

Designed to develop skills in understanding and interpretation of the barrage of advertising with which the user is presented each day.

CLEARYSD - (Veatch); AZSDB -- (Liggins/Upton); PoplarBluff/MO - (Rice); OHSD - (12);

NEA +;

1- 5.25 disk; user guide; 7 reproducible worksheets

AZSDB: This is a very dry, non-stimulating presentation of advertising. The layout is not much improvement over paper and pencil - computer capabilities not utilized. PoplarBluff/MO: low interest level. OHSD: Much too short. My students (grade 12) were done in minutes.

Animal photo fun 4

599 A54 1985 A DLM
Apple 48k 32.95
science-biology/animal organisms preK-2

Music, animation and graphics encourage children to learn about animals and their habitats. Stimulates logical thinking with six games.

COSDB - (Fleharty); OKSD # (Martin); LehighVES/PA + (Friedrich); MultiDistHI/MO + + (Derks); BonnerEl/MN + + (Harris); Cassavant/NY + (Meyers) HighPointRIII/MO + + (Fortenberry); FSDB + (Thornton/Greco); SMDI/Can + (Bault); MagEl/CA # (Vorrath/Packer/Hackert); Underwood/NC + (Cody); NoTrailsAEA/IA + (Anliker); LakelandAEA/IA + (Wethor); BerryhillEl/FL + + (Rawls); CentreCon/Can + + (Blanche); GrJunc/CO # (Dean); LakeDrSchHI/NJ + (Cheskin); Jenks/OK + + (K-2); RoweEl/NV # (K-1);

Only the Best 1989; Soft Rept A-; High/Scope +;

1- 5.25 disk; teacher's guide; product catalog

LehighVES/PA: Liked inclusion of 6 different games. It permitted use for simple naming to more complicated activities. MultiDistHI/MO: It is clever and the kids love it. Easy way to teach "habitats". BonnerEl/MN: We enjoyed this program. It is a fun way to present animals and habitats which range from common farm animals to the more unusual. This program satisfies a wide range of abilities and interests. HighPointRIII/MO: Very enjoyable for students (aged 5-11). FSDB: No reading is required. MagEl/CA: Game is not goal-oriented. Six year olds seem to perform better and prefer games or puzzles that have a definitive completion. Underwood/NC: Good use of animals in a variety of manipulative settings. BerryhillEl/FL: Great for animal unit. Good teaching of habitats. Kids loved it! (grades K-2). CentreCon/Can: The program was used in conjunction with an animal habitat theme in a reverse integration grade 1 class. All children loved this program. GrJunc/CO: My students (preK) enjoyed the variety this disk offers. RoweEl/NV: The students (K-1) were quickly bored with this program.

Animals and insects 2.8

591 A5 1983 A Queue
Apple 48k 34.95
reading-vocabulary preK-6

Lessons relate to the child's everyday experiences and are designed to introduce the language associated with familiar objects and activities. Disk is used in conjunction with accompanying book.

CLEARYSD + (Veatch); ORSSD -- (Cruscial); BrennenEl/SC + (Dick); MaldenCoopSD/MO # (Aslin); HighPointRIII + (Fortenberry); NoTrailsAEA/IA # (Garriot); NWSpEd/IL - (Klusmeyer); Crestline/OH - (Petty); WolfvilleJHS/CAN - (preK-2); AEA5 # (K-3); INSD # (1-2);

CA Lib Media Consort 1985;

1- 5.25 disk; user guide; several punch-out cards; student book

ORSSD: Limited control by user; poor reinforcement. BrennenEl/SC: Additional materials (Picture and word cards) do not include all animals used on program and vice versa. MaldenCoopSD/MO: Not complete enough. Needs to include more different kinds of animals and insects. HighPointRIII: Doesn't fit into my class criteria as Speech/language pathologist. NoTrailsAEA/IA: Limited information presented on drink. Not worth the money even though my students (preK-1) enjoyed it. The flashing arrow was difficult for them to time their responses to. NWSpEd/IL: Vocabulary was a little too low for some in our population (grade/interest level 3). Crestline/OH: Below age level (grades 1-3). WolfvilleJHS/CAN: The kids were bored by this program. INSD: It does not hold a child's interest. Also I didn't like the print being all in upper case (grades 1-2).

Animate 4

006.676 O4a 1986 A (d) Broderbund
Apple 128k, mouse or joystk, color 69.95
utilities-graphics 7-adult

A double, hi-res program for creating detailed, cell style animation. Life like characters and backgrounds created can be made into cartoons, movies, etc.

BerryhillEl/FL + (4-5);

Classrm Comp Learn 2/88 + +; A+ 12/87 + +;

3- 5.25 disks; user guide; guide to animation; product catalog

BerryhillEl/FL: We love anything by this company! I find animation programs difficult myself, although it did meet our needs.

Answering questions library style — 3.7

025.52 F4a 1982 A — Learnco
Apple 48k — 39.95
library skills — 4-8

Provides practice in locating information and answering questions using library books.

HES + (May); MT.MSDB # (Gillis); CO.NECBOCES + (5,6,7,12);

Crseware Rept Card 8/83 +;
1- 5.25 disk; user guide

Appleworks — 4.5

652.5 A6 1985 A — Claris
Apple 128k, 80 col. — 250.00
data base managers — 9-adult

Popular integrated utilities for word processing, data management and reporting.

MSSD + (9-12); WISD + +;

Only the Best; Classrm Comp Learn "Best of the Decade" 5-6/90;
3- 5.25 disks; tutorial; ref manual; ref card

Arbplot

517 B7a 1982 A — Conduit
Apple 48k — 140.00
mathematics-calculus — 9-16

Allows demonstration of plotting curves from functions defined in several different ways. Can also be used to illustrate a variety of concepts.

MicroSIFT 2/84 +; Math Teach 1/84 ?;
2- 5.25 disks; user guide

Arith-magic — 3.7

510 A7 1983 A c.2 (d) — QED
Apple 48k — 35.00
mathematics-addition/subtraction — 2-9

Teaches concept that adding is an extension of counting. Use of graphics shows user that being able to count means being able to add.

HES + (May); FDLRS #; LanLeblntU13/PA + (Eurich); BMHansonEl/ND +; TaftMS/OK + + (Andrus); MOSD # (Davis); WaukeganHl/IL # (Yepsen); NoTrailsAEA/IA # (Garriott);

Only the Best; MicroSIFT +; Crseware Rept Card +; Elect Learn 1-2/82 +; Ed Tech +; Math Teach 1/83 +; Soft Rept A;
1- 5.25 disk; user guide

BMHansonEl/ND: Not applicable for our student at this time. TaftMS/OK: Only the first game, "Diffy" was suitable for my students. WaukeganHl/IL: The game "Magic Squares" is very poorly written. Example, it asks, "Do you see the pattern?" An answer of "No" brings more numbers but never an explanation of the pattern. The first game, "Diffy", is fine. NoTrailsAEA/IA: (Would not recommend for purchase because) it's too advanced (for K-3 students). This looks like a program to get again when my students advance in skills.

Arithmetic critters — 4.8

513 A74 1986 A — MECC
Apple 64k — 59.00
mathematics-basic skills — K-2

Four programs that help users master simple math skills. Users drill on place values to 99, single digit addition and subtraction, and measurement. Options allow teacher to modify programs to meet user needs.

MiltonEl/VT + + (Rideout); WolfvilleJHS/CAN + (preK-2); INSD + + (1-5); WrangellJSHS/AK + + (Kinder.);

Only the Best;
1- 5.25 disk; teacher's guide

WolfvilleJHS/CAN: Program served as a nice supplement to our regular math program. INSD: Would recommend it particularly for its simple introduction of counting by tens. WrangellJSHS/AK: Our early primary teachers really like to use this in the classrooms. The students loved it! Good introduction to place value. This was the most valuable aspect of the program.

Atoms — 1.5

541 A8 1982 A — J & S Software
Apple 48k — 29.00
science-physical science — 8-11

Helps user understand the differences between protons, neutrons, and electrons. Also included is concept of atomic number, mass, weight, isotopes.

EscanabaHS/MI - (Miller); DCSHospSch/NC -- (adult);

Crseware Rept Card 2/83 -;
1- 5.25 disk; user guide

EscanabaHS/MI: Language level is too high on explanations of wrong responses. DCSHospSch/NC: Takes too long for the next question to load. Provides limited practice opportunities. Lots of reading required.

Averages

513. A1 1988 A — Aquarius
Apple 48k — 39.95
mathematics-basic skills — 8-10

Provides instruction on: averaging whole numbers and decimals to the nearest hundredth. Includes pre- and post-tests. Part of 8th-10th Grade Math series.
1- 5.25 disk

Award maker plus — 5

006.6 A8 1987 A — Baudville
Apple 64k — 39.95
utilities-graphics — adult

Allows users to create professional quality certificates with colored, detailed borders, specialized graphics and personalized messages.

LenaweeISDist/MI ++ (Ross); BerryhillEl/FL ++ (adult); ClementsJHS/VA ++ (adult);

Comps in Ed 6/87 +; InCider 6/87 +; Nibble Mag 6/87 +; CMC News Fall/87 ++; Computerist 11/87 +; Parents' Choice 10/87 +;

2- 5.25 disks; user guide; sample book; product catalog

LenaweeISDist/MI: Loved this program! BerryhillEl/FL: We have purchased two for our school-Apple and IBM. We are also purchasing Certificate Maker. I loved this program. It's so easy! ClementsJHS/VA: Great for teachers!

B

Babysitter's manual 1.7

649.1 B32 1985 A — Queue
Apple 48k — 34.95
health-safety — 6-12

Comprehensive guide for babysitters on accident prevention and safety, and on seeking aid after an accident occurs.

MSSD - (9-12); MT.MSDB - (Schwabe); ARSD -- (6-8);

Soft Rept B-;

1- 5.25 disk; user guide; product catalog

Backyard birds 4

598 B33 1989 A — MECC
Apple 128k — 59.00
science-biology/animal organisms — 3-6

Simulates a bird-watching field trip. Students learn to identify birds by collecting information about each bird's characteristics and comparing it to the on-line field guide.

HIPLakeview/KS+;

Only the Best; Sch Lib J 2/90 +; Media & Methods May/June 1990 ++;

1- 5.25 disk; teacher's guide

Balance of power

327.112 C7b 1987 A — Mindscape
Apple 128k — 49.95
social studies-decision making/values — 9-adult

User plays role of either president of US or General Secretary of USSR. Goal is to enhance countries prestige without provoking a nuclear conflict.

Only the Best, 1989; Family Comp 1/87 Game of the Year;

1- 5.25 disk; user guide

Bank Street filer 5

651.5 B3 1985 A (d) — Broderbund
Apple 64k — 69.95
data base managers — 6-adult

Easy to use file manager.

MT.MSDB ++ (Gillis);

Bklst 11/1/85 p432; Classrm Comp Learn 2/87 Top Six Award; Comp Teach 3/87 +

1- 5.25 disk; user guide; ref card; brochure

Bank street speller 4

652.5 B37 A (d) — Broderbund
Apple 48k — 69.95
word processors-spell checker — 4-16

Spelling checker for the Bank Street Writer.

MSSD + (9-12); AZSDB + (Upton);

NEA +; Elect Learn 9/86;

1- 5.25 disk; user guide; quick start card

Bank street storybook 4

372.6 B7 1984 A — Mindscape
Apple 64k — 39.95
English/language arts-writing — 5-12

Allows user to create illustrated stories. User can draw, enter text, color, animate and print. Encourages creative writing. Designed for middle grades and junior high school.

MT.MSDB + (Schwabe/Gillis); AkronPubSchs/OH # (Kluge); LakeDrSchHI/NJ + (Cheskin); PoplarBluff/MO ++ (Rice); FSDB + (Garrett/Smith); Underwood/NC ++ (Cody); BerryhillEl/FL # (Rawls); CentreCon/Can + (gr. 5-6); CO.BOCES - (6-adult);

Soft Rept B+; Only the Best;

1- 5.25 disk; ref card; teacher's manual; storybook manual

LakeDrSchHI/NJ: My printer interface was not compatible with this program so I couldn't print out child's creation - a vital part of the feedback. PoplarBluff/MO: This is an excellent program for encouraging students to write using original language. FSDB: To use as a tutorial, students would need to read at about the fourth or fifth grade reading level. But can use program with out reading. Teacher assistance required throughout. Underwood/NC: Encourages students to write. BerryhillEl/FL: The kids (grades K-5) were not interested. They wanted to use the mouse instead of the joystick. They kept comparing this to other drawing programs we have. CentreCon/Can: Student requires constant teacher support in order to use this. CO.BOCES: Didn't like this because it was too time consuming and the interest level was low.

Bank street writer plus

652.5 B2 1986 A — Broderbund
Apple 128k IIe/IIc/IIgs — 79.95
word processors — 3-12

Word processor that offers a 60,000-word dictionary and spelling corrector, on-line thesaurus, hard disk compatibility, and single-key commands to skip over often used menus and prompts. Supports all printers.

2- 5.25 disks; user guide

Basic environmental science

550 B10 1987 A — Aquarius
Apple 128k — 275.00
science-ecology/environment — 6-9

Provides students with an overview of basic scientific concepts on a sixth through ninth grade level. Teacher's guides are included. Includes: light, colors, electricity, weather, plants, sound, gravity, planets, stars, oceans, streams and rivers.
10- 5.25 disks; instructor's guide

Basic first aid and illness

616.02 B33 1987 A — Aquarius
Apple 128k — 795.00
health-first aid — 8-adult

Provides instruction on how to handle basic first aid emergencies. The programs incorporate a lower reading level and extensive vocabulary sections, graphics and supplementary materials. Units include: shock, burns, bleeding, choking etc.
33- 5.25 disks; instructor's guide

Basic math competency skill building 3.4

513 C6 1984 A — Educational Act.
Apple 48k — 369.00
mathematics-basic skills — 4-12

Tutorial-and-practice learning system designed to teach users how to perform the basic math operations: +, -, x, /. For grades 4-6, remedial 7-12.

MSSD + (9-12); HES + (May); GraberEl/KS # (Barb); LanLebIntU13/PA + (Eurich); VSDBH + + (Shepshire); GwinnettCo/GA # (Frederick/Knopf); WaukeganHI/IL - (Yepsen); Robarts/Can - (Hued);

Alberta -;
8- 5.25 disks; 7 user guides

GwinnettCo/GA: Nothing outstanding or noteworthy. WaukeganHI/IL: This program series is non-motivational and would interest few students. Robarts/Can: Non-motivational for user. It is a very good drill type program but interest would soon be lost by user. It presumes certain concepts are known by the user. This is not so. User can get lost.

Basic reading skills

428.4 B18 1988 A — Aquarius
Apple 48k — 455.00
reading-comprehension skills — 6-12

Designed to encourage students to learn and use critical thinking skills. Each program contains a management system. Includes: Getting the facts; The Main idea; Drawing conclusions; Fact and opinion; Cause and effect; Sequence of events.
18- 5.25 disks; teacher's guide; user guide

Bataille de mots

448.1 B3 1987 A — Gessler
Apple 64k — 49.95
foreign languages-French — 9-adult

Two disk vocabulary program that teaches hundreds of words and includes a fast action arcade game. Adapted from Word Attack.
2- 5.25 disks; user guide

Batalla de palabras

468.1 B3 1987 A — Gessler
Apple 64k — 49.95
foreign languages-Spanish — 9-adult

Vocabulary program that teaches hundreds of words and includes a fast action arcade game. Adapted from Word Attack.
2- 5.25 disks; user guide

Be a writer (use w/ Magic Slate) 4

808.04 B4 1986 A — Wings/Sunburst
Apple 64k — 59.00
English/language arts-writing — 3

An easy to use word processor. 25 lessons use a building block method to encourage users to write with full sentences using descriptive and other styles.

CLEARYSD + (Veatch)

Soft Rept A-; Only the Best 1989;
1- 5.25 disk;

CLEARYSD: Title is misleading. Program really is a way to teach use of Magic Slate. It does not teach writing or even come close to it. It is mostly fill in the blanks.

Birth defects series 1.5

616.04 B5 1985 A — Queue
Apple 48k — 34.95
health-diseases — 9-16

Describes kinds of defects; explains diagnosis, treatment causes, effects, transmission, and research.

MSSD - (9-12); LJHS - (Vaughan); WVSD -- (Shank); NWNazareneC/ID -- (Drahn);

Soft Rept B;
3- 5.25 disks; user guide; product catalog

WVSD: Language is too difficult for targeted population (Hi grade 10- 12). Too much reading and not enough interaction. No graphics to break up chunks of reading. Rather dry! Manual is less than clear. Very difficult for non-computer specialist to figure out booting procedures. Doesn't allow for user variation in answer, even if variation is a correct answer. Syntax of program is written on a high level that does not fit language levels of target population. There are no visuals, everything is print. This is a turn off to students. Need to develop appropriate graphics. Basically, a very dry program! NWNazareneC/ID: Too much text.

Black stallion 3

428.43 E8b 1984 A — Media Basics
Apple 48k — 49.95
reading-comprehension skills — 3-13

Evaluates reading skills and measures comprehension by engaging users, responding to answers, reinforcing, and correcting. Assumes user has read novel.

COSDB # (Fleharty); PoplarBluff/MO # (Rice); Crestline/OH # (Petty);

EPIE -;

1- 5.25 disk; study guide; 2 activity sheets; loading instruction sheet. Novel not included with package.

PoplarBluff/MO: Reading level too high (used in high school).

Blackout! a capitalization game 3.9

421 B5 1986 A (d) Gamco
Apple 48k 44.95
English/language arts-basic skills 4-8

One-player game reinforces capitalization skills. User chooses from six topics. 50 sentences are included in each lesson. Correct answers light town.

Arey/IA + (Salinas); Underwood/NC + (Little); LakelandAEA/IA ++ (Wethor); Jenks/OK + (Pride); Milton/VT # (3); KLC/MA # (5,8); CousinoHS/MI ++ (9-12); EMichU # (teacher); INSD + (3-5);

Soft Rept B-;

1- 5.25 disk; user guide; teacher's guide

Underwood/NC: Students enjoyed this game as a tool for learning capitalization rules. Milton/VT: Overall-cute graphics, great categories, etc. Excellent concept. The problem - this was way too fast even on slow speed. (Not only could the kids not read it quickly enough, but stopping it exactly on the tower was impossible. I repeatedly put it on "slow" level but to no avail. KLC/MA: The reinforcement was boring after a while. If it changed it might have made the game more exciting. CousinoHS/MI: Presents an interesting and different concept then the usual drill. It is excellent but it goes a bit too fast. Works well for partnering. EMichU: Manual could be more complete-you must go through screen directions for complete instructions. INSD: It was a motivating program for the students. the first game is too hard because the word "I" is so short it was hard to respond in time and succeed. Students (grades 3-5) and staff became frustrated.

Blazing paddles 4.5

006.6 D3b 1986 A Baudville
Apple 48k, mouse or joystick required 34.95
utilities-graphics 1-adult

Draws, paints, and prints high resolution graphics easily. Works with any standard input device. Text fonts and pre-drawn shapes included.

ALSD ++ (Gallahar); WolfvilleJHS/CAN + (5-7); RoweEl/NV + (K-1); BerryhillEl/FL ++ (1-5);

Soft Rept A; Only the Best; A+ 12/87 ++; Family Comp 7/85 +; Nibble 12/86 +;

1- 5.25 disk; user guide

ALSD: Excellent - students love it!

WolfvilleJHS/CAN: Our students used the program at recess/lunch or free time to create their own designs. I was surprised by their creativity! Not for academic use per se. RoweEl/NV: Excellent for children to practice using the mouse. Good for any educational level because there is a minimum of reading. BerryhillEl/FL: Great value. finally, a painting program that they (grades 1-5) understand. The kids love to use the mouse with this.

Blissymbolics: bliss library

001.56 B5 1983 A (d) MECC
Apple 48k 60.00
general purpose preK-adult

Computerized communications system with a 500 symbol set. Designed for use with physically handicapped, non-vocal students.

3- 5.25 disks; user guide.

Bluegrass bluff

976.9 B58 1991 A MECC
Apple 128k 59.00
social studies-history 5-9

Users become archaeologists' helpers at a new dig in Bluegrass Bluff, KY, where they excavate artifacts-pottery, jewelry, statuettes, and carvings-from various sites that represent different eras in American history.

Only the Best;

1- 5.25; 1- 3.5 disks; teacher's guide

Body awareness 3.4

611 B6 1983 A Learning Well
Apple 48k 49.95
early learning/preschool preK-2

Provides practice and reinforcement in three early learning skills. One - total body imagery. Two - sight vocabulary and word matching. Three - clothing.

COSDB - (Fleharty); LeghighVES/PA - (Friedrich); CLEARYSD ++ (Veatch); ForestViewEl/IL # (Cecchini-Zucco); WISD +; Underwood/NC + (Little); MBaldwinC/VA - (McCory); StaffordEl/NJ # (Gibbons); BrentwoodEl/NC + (Cody); LakelandAEA/IA ++ (Wethor); Filling/OH + (Zellers); INSD # (1-3); RoweEl/NV - (K-5); Kirchgater/CA + (1-6); Jenks/OK + (1-5);

Ed Tech 5/84 +; G/C/T Mag 1/85 +; Alberta -; Soft Rept B+; High/Scope +;

1- 5.25 disk; teacher's guide

ForestViewEl/IL: Not stimulating at the age level (6-7 year old) I used this with. Underwood/NC: Good Program. MBaldwinC/VA: Slow. StaffordEl/NJ: Good for five year old to learn spellings for parts of the body. Good practice for younger students.

Body in focus 3.8

611.3 B629 1985 A Mindscape
Apple 48k 55.95
science-anatomy/physiology 4-adult

Geographically detailed account of the anatomy and how it works. Three activities expose the functions and relationships of body systems and parts.

FSDB + (Taber/Devlin/Darland); STMARYSSD + (Brady); CREC/CT - (Loop); LakelandAEA/IA ++ (Wethor);

Bklst 1/87 +; Compute 5/86 +; Compute's Gazette 7/86 +; Comp Shopper 11/86 #; Only the Best;
2- 5.25 disks; user guide; 2 keyboard overlays

FSDB: Prior teaching of the vocabulary is recommended. Supplemental materials are included with the teacher's manual. STMARYSSD: Wonderful graphics. Easy to use, informative and very complete exploration of the body. CREC/CT: I didn't like the graphics or the presentation - limited use. The overlay keyboard is definitely a hindrance. I would never use one. LakelandAEA/IA: Overlay is not the best idea. Graphics are wonderful. It is very interesting.

Body language analysis

153.69 B6 1986 A (d) Orange Juice
Apple 48k 75.00
guidance 9-adult

Helps users gain an awareness of their non-verbal messages and the part these messages play in the total concept of communication.
2- 5.25 disks; user guide

Body transparent 3.8

611 B62 1985 A Compton's
Apple 48k 39.95
science-anatomy/physiology 5-12

Users move bones and organs to their correct location on the male or female body. Or play the game of facts and functions.

FSDB + (Schuler/Waterman/Darland); MOSD ++ (Davis); KLC/MA - (Wasserman); CousinoHS/MI ++ (9-10); NikkariEl/MI # (preK-4);

Only the Best; Elect Learn 5-6/85 +; Sch Sci and Math 2/86 +;
1- 5.25 disk; user guide

FSDB: Language is compatible to academic level. Students (or teachers) are able to create their own anatomy games to play. Each game within the program is offered at an easier level (clues are given) and a more difficult level of play. KLC/MA: The easiest level was much too difficult for my students (grades 5-7). It recommends ages 10 and above, but I don't feel even a 13 year old would know the names for all the bones. It did not allow for individual differences. CousinoHS/MI: Good program with lots of flexibility for different levels of learning. The best I've seen in this area of science. It may need supervision but this one is worth it. The main problem is that the arrow must be in the exact spot that the program has designated as correct. If it is a millimeter either way, the program doesn't record the answer as correct. NikkariEl/MI: This appears like it would be a good review of the body. However, it is much too difficult for lower level students.

Bowling series 4

796.35 B6 1983 A (d) Project REACT
Apple 48k 85.00
physical education 6-12

Designed to provide instruction in score keeping.

MSSD + (9-12); NTID + (Russell); PortsmouthHS/NH + (O'Sullivan);
3- 5.25 disks; user guide; ref card

PortsmouthHS/NH: Very well organized, offers a variety of activities. Some aspects of the sport can't be conveyed effectively on a computer but this program offers support for "hands-on" experience. Too much reading for some of our lower level students.

Bumble games 3.7

513 G74b 1982 A (d) Learning Co.
Apple 48k 39.95
mathematics-number systems K-5

A set of six programs introducing the use of number pairs to name positions in an array, and points on a grid, guided by the Bumble creature.

COSDB + (Fleharty); ConnSENSE 5/86 +; OKSD - (Martin); LehighVES/PA # (Friedrich); LincHSDist564/MN + (Soine); Wappingers/NY + (Edmonds); VSDBH + (Guisewite); CLEARYSD + (Veatch); MaldenCoopSD/MO + (Aslin); WVSD # (Davis); BonnerCoSchDist82/ID + (Selle); GrantEl/WI # (Hennes); AEA5 + (1); Miller/KS ++ (2-5)

Only the Best; MicroSIFT 5/83 +; EPIE +; Crseware Rept Card 12/82; Sch Micro Rev W83; NEA +; Alberta +; Soft Rept A; High/Scope #;
1- 5.25 disk; teacher's guide; ref card

LehighVES/PA: Not appropriate for preschoolers. GrantEl/WI: Not that interesting a program (preK-K.) Miller/KS: Find the Bumble and Butterfly Hunt provide practice using horizontal and vertical axis. Programs provide excellent drill in reading and following directions. I wish the program allowed a more sophisticated picture when the student is drawing! Neat activities in the manual!

Bumble plot 3.7

516 G7b 1982 A (d) Learning Co.
Apple 48k 28.00
mathematics-coordinate systems 3-8

Through the use of games it teaches how to identify points on lines and grids, difference between negative and positive numbers, and comp. graphics.

HES + (May); FDLRS +; STMARYSSD # (Petrillo); CousinoHS/MI + (12);

Only the Best; MicroSIFT 5/83 +; Crseware Rept Card 2/83 +; J of Learn Disabilities 1/84 +; EPIE +; NEA +; Alberta +; Soft Rept A;
1- 5.25 disk; user guide; product catalog

STMARYSSD: Not appropriate for students at my level (age 11-14). CousinoHS/MI: It is good for elementary and middle school or for low functioning high school kids.

Bunny hop 4

513.211 B8 1989 A — Hartley
Apple 64k — 49.95
mathematics-basic skills — K-1

Helps special needs students develop a better understanding of numeration. It specifically helps those who make reversals (confuse 18 with 81 etc.).

Riverside/IA # (Schledewitz); INSD + + (1-3); NikkariEl/MI + (preK-4);
1- 5.25 disk; user guide

Riverside/IA: Great practice for my first grader who was working on numbers that come before and after. This is a very good program for students who have learning disabilities. Specifically number reversals, i.e. 29/92. The students (preK-K) enjoyed this program. Good practice for kindergarten and 1st grade students. NikkariEl/MI: This provides good practice for number identification. My students in grades K-2 enjoyed using this.

Bureaucracy

650 B1 1987 A — Infocom
Apple 128k — 49.00
educational games — 9-adult

User must battle a bureaucratic muddles upon landing a new job in a new town. Contains many surprising twists, unique characters, and puzzles.
1- 5.25 disk; user guide

C

Call the parrot 4.1

155.413 c6c 1989 A — Hartley
Apple 64k — 49.95
logic/problem solving — 3-5

Helps user learn directionality and note-taking skills. Features a parrot who always tells the truth and pirate who never does.

KLC/MA + (6, 8); Riverside/IA - (4); CO.NECBOCES + + (2, 4-5); McKinley/NJ + (3); CousinoHS/MI + (12); Oceanside/NY + (3-4); ClementsJHS/VA + + (6-9); SouersJHS/OH + (4-6); NikkariEl/MI + + (2-4); Miller/KS + (3, 10-11);
1- 5.25 disk; user guide; stickers

KLC/MA: Students needed help setting up the map, reviewing and reviewing directions but they were able to work independently. One boy exclaimed, "Awesome graphics!" Riverside/IA: Once the student found the treasure two or three times, he lost interest. It wasn't challenging enough. McKinley/NJ: The students (grade 3) were highly motivated. It is a good tool for following written directions. Initial instructions were difficult for students to understand. I told them how to play the game then they were fine with following the directions that appeared during the game. CousinoHS/MI: This would be good for mid-elementary (4th and up) through middle school. It was fun at first for my seniors but quickly became boring. I liked the maps that the kids can move about on. It would be good if you could display on a larger screen for the whole class to follow. Oceanside/NY: Not diverse enough. Great for learning direction and following a map. The directions are a little confusing. ClementsJHS/VA: This is a fun and entertaining way to develop map=reading skills! SouersJHS/OH: Students were very motivated. Record keeping of path traveled was found to be of great benefit. NikkariEl/MI: Great program: our kids really enjoyed this. Miller/KS: Each play of the game requires a North, South, East or West answer. Excellent drill (grades 3, 10-11).

Capitalization 3.5

421 c36 1986 A — Hartley
Apple 48k — 59.95
English/language arts-basic skills — 3-10

Introduces basic rules of capitalization. Second disk contains mastery tests for each of the items covered. Can be modified.

HES # (May); Underwood/NC + (Little); NWSpEd/IL # (Klusmeyer/Allendorf); INSD + (4-5); *MicroSIFT 6/83 +; Ed Tech 9/82 +; Sci Teach 1982 +; Sch Micro Rev Su82 +; Soft Rept A;*
2- 5.25 disks; user guide

Underwood/NC: I did not like the fact that I had to go through and take out the capital letters in each category before my students did them. INSD: A good drill for capitalization however the print could be clearer.

Capitalization plus 3.9

415 H5c A (d) — Queue
Apple 48k — 44.95
English/language arts-basic skills — 5-12

Designed to teach 38 capitalization rules, each rule being an instance where capitalization is necessary.

CLEARYSD + (Veatch); TaftMS/OK + (Andruss); AZSDB + + (Grindol); LouisaHS/VA # (Meadows); CousinoHS/MI + (adult); HIPLakeview/KS # (5); *Soft Rept B+; EPIE; MicroSIFT 6/84 +; Alberta -;*
1- 5.25 disk; user guide

TaftMS/OK: Teacher can put in familiar names, places - that's very good. AZSDB: I will be using the program with visually handicapped students. LouisaHS/VA: Lack of "colorfulness." Students were not motivated to use the program. CousinoHS/MI: This disk encompasses everything but should be used for drill only. It has a great deal to offer but students can use it only in small doses as it is mainly a drill type of exercise. HIPLakeview/KS: This program gave lots of practice but it seems no different than doing a worksheet.

Car builder 4

629.2 C3 1985 A Optimum
Apple 48k 35.95
science-scientific methods 3-12

Users design, construct, refine, and test cars that they build. Users get experience in the mechanics of car building.

TNSD + (9);

Only the Best; Bklst 5/1/86 +; Elect Learn 3/86 +; Sch Lib J 10/86 +; Apple II Rev Sp/86 +; Soft Rept B-;
1- 5.25 disk; user guide

TNSD: Enjoyable and exciting to design your own car! Would be nice if it had a "Help" or explanatory mode to explain differences of designs and a dictionary for vocabulary.

Carpentry cluster

694 C23 1986 A Aquarius
Apple 128k 475.00
industrial arts-woodworking 9-adult

Part of the Vocational Survival Words series that teach students a vocabulary of technical terms. Lessons are designed to be used independently.
23- 5.25 disks; instructor's guide

Cartels and cutthroats 3.3

650 B8 1981 A (d) Strategic Sim.
Apple 48k 39.95
business-games 9-14

Business game that puts user in charge of a multi-million dollar corporation. Provides a taste of power and money.

NTID + (Russell); MT.MSDB + (Schwabe); AZSDB - (Musile);

Only the Best; MicroSIFT +; Ed Tech 9/81 +; Crse-ware Rept Card 9/82 +;
1- 5.25 disk; game manual; pad of business planning sheets; product catalog

AZSDB: Students did not like or enjoy this program. Students said program was dull and complicated.

Cause and effect (blue) 3.2

372.4 P7 1982 A Learning Well
Apple 48k 49.95
reading-comprehension skills 3-12

This game focuses on the skill of cause and effect. It was developed to meet the need for reinforcement materials in comprehension skills.

MSSD + (9-12); KDES -; CLEARYSD - (Veatch); Sunnyside/WA # (1-6); MICC +; MNSD + (Malangko); PostFallsDist/ID + (Stoddard); ALSD + (Gallahar); StRitaSD/OH + (Dinnesen); WISD #; HawaiiHI # (Morikawa); WaukeganHI/IL + (Pates); NWSpEd/IL -- (Klusmeyer/Allendorf);

Soft Rept B;
1- 5.25 disk; teacher's guide

StRitaSD/OH: Two negative comments otherwise all positive as noted in evaluation. The program was difficult to start, I had to type PR#6 after much trial and error. There was no way to escape if some decided to quit. Finally, the questions (cause and effect) could not be changed to interest different levels and motivate different classes. Our speech Dept. enjoyed using this along with the class of 11th graders - excellent program. NWSpEd/IL: Low interest level - not enough practice with individual goals (grade 4).

Cavity busters

617.6 C3 1991 A MECC
Apple 128k 59.00
health-hygiene 3-6

Users investigate how real-life scientists conduct experiments and draw conclusions regarding public health issues-specifically the factors that contribute to the formation of cavities.
1- 5.25, 1-3.5 disks; teacher's guide

Certificate maker 4.5

006.676 C3 1986 A (d) Queue
Apple 64k, ProDos 49.95
utilities-graphics K-16

Offers over 200 professionally designed certificate styles for use in school, home or business settings. For teachers only.

MSSD ++ (9-12); MT.MSDB # (Gillis); NWNazareneC/ID + (Drahn); WISD ++; SpecNeedsLib/MD ++ (Kaplan); BerryhillEl/FL ++ (4-adult);

Soft Rept A; Only the Best; 3-2-1 Contact 12/86 +; Teach and Comp 1/87 ++; Compute 3/87 +; Family Comp 12/86 +;
2- 5.25 disks; user guide; catalog; set of stickers

MT.MSDB: The documentation includes information referring to the Apple II+. On the next page, the instructions are "Use ProDOS to initialize your disk." I am not aware that it is possible to use ProDOS on an Apple II+. I do not recommend this program as a first purchase. The Print Shop (Broderbund Software) would be my first recommendation. Good project for a computer literacy class. NWNazareneC/ID: Screen blanks just as you're ready to print requiring reset and reboot - very frustrating. SpecNeedsLib/MD: The students enjoyed this program. The graphics are excellent. The only complaint was that the IBM Proprinter was not a printer choice. The pictures took up two sheets of paper since we could not set up the program with the right printer. BerryhillEl/FL: We have already purchased one. Although it prints in color we wish the fount could be produced in color.

Charlie Brown's 1 2 3s 4.4

513.211 C4 1985 A Queue
Apple 64k 29.95
early learning/preschool preK-2

Users learn to recognize numbers, find them on the keyboard, and learn to count objects.

FSDB + (Canevaro/Waterman); UmatillaDist/OR ++ (Savard); Riverside/IA ++ (preK); Crane/AZ + (Kinder.); NikkariEl/MI + (preK-Kinder.); HarbourEl/Can ++ (preK-1); Jenks/OK ++ (K-5); SEMNSEC ++ (preK-Kinder.); WallowaESD/OR # (K-1); Ed ResCtr/WY + (Kinder.);

High/Scope +;

1- 5.25 disk; user guide

FSDB: No reading required. Can be used with the TV screen and used for small group instruction. UmatillaDist/OR: Would like a few more options on software. Great graphics. Very motivating. Riverside/IA: It didn't fulfill my need for my age group. The program didn't allow for the independent use I wanted for my preschoolers. Crane/AZ: The kids loved it and could use it independently. NikkariEl/MI: The Kindergarten students loved this program. They especially liked the reinforcers! It provides good practice with beginning counting and number recognition. HarbourEl/Can: Great graphics - colorful and creative presentation. Easy to operate. Children are able to practice a number of skills independently after initial instruction. The children seemed to really enjoy it! SEMNSEC: Excellent graphics and sound. Low-level students (preK-K) loved it. Ed ResCtr/WY: We enjoyed the program despite technical difficulties.

Charlie Brown's ABC's 4.6

421 C5 1984 A — Queue
Apple 48k — 29.95
reading-reading readiness — K-2

Uses animation to introduce user to letters and words. Shows both upper and lower case letters. Includes off-screen activity cards.

FSDB + (Cushing/Greco); MOSD ++ (Davis); STMARYSSD ++ (Brady); Arey/IA ++ (Salinas); LakelandAEA/IA ++ (Wethcr); WaukeganHI/IL + (Yepsen); NoTrailsAEA/IA # (Anliker); CantonHHP/OH ++ (Beggs); LakeDrSchHI/NJ + (Cheskin); Crane/AZ ++ (K-2); SEMNSEC ++ (preschool-1); BerryhillEl/FL ++ (K-1); WesthillHS/NY + (9-12); KLC/MA ++ (2); Endeavor/NJ ++ (1); Jenks/OK ++ (K-5); EMichU ++ (teacher); SouersJHS/OH ++ (K-1); AGBell/OH + (1);

High/Scope +;

1- 5.25 disk; user guide

MOSD: Excellent, even better than "Stickybear". FSDB: There is no option for the students to sequence the alphabet. It is set up so that students randomly pick any letter of the alphabet. STMARYSSD: This program has the added advantage of word-picture for teaching basic vocabulary with flash cards and upper/lower case a b c cards included. A lot for the money. Arey/IA: I like the option of random or sequential order of letters (grades K-2). LakelandAEA/IA: Wonderful program! WaukeganHI/IL: Graphics are tremendous. NoTrailsAEA/IA: not enough user involvement. Students can't enter program unless it is on Side 1 which makes it difficult for the age group that this program is geared to (preK). Also, needing to flip the disk for the second half of the alphabet was tricky for our students. CantonHHP/OH: Giggles, smiles, and highly enthusiastic responses from my three kindergarten kids. They even acted out the motions of the characters. SEMNSEC: Super graphics! BerryhillEl/FL: Teachers and kids both loved it. I couldn't get them away from it. The older kids liked helping the preK children with it. KLC/MA: Wonderful graphics and super related activities. The manual was exceptionally clear (and cute). This is a great tool for letter recognition and introduction to using the keyboard. The program is clear and consistent. It provides the background for a variety of activities in addition to those outlined in the manual. Instructions to type your name as outlined in the manual did not appear on the screen. Jenks/OK: Fun, colorful-my kids (K-5) loved it! EMichU: Excellent graphics and demonstration of each letter. The need to flip the disk over to access the other half of the alphabet could be cumbersome for use with some students. WCECSU: Excellent reinforcement. Was able to do several activities with the same program as reinforcement. A-K on one side and L-Z on the other was a little cumbersome.

Chemistry according to ROF 3.5

540 F4c A — Richard O. Fee
Apple 48k — 349.50
science-chemistry — 10-16

Multi disk set covers stoichiometry, formulas, compounds, equations, reactions, RXN rates, equilibria, bonding etc. Includes administration disk.

MSSD + (9-12); STMARYSSD # (Harmon);

10- 5.25 disks;

STMARYSSD: More graphics needed. Faster execution time.

Chemistry: balancing equations

541.3 C4 1990 A — MECC
Apple 128k — 59.00
science-chemistry — 7-12

Users explore chemistry by predicting chemical reactions or products and by writing and balancing chemical equations.

1- 5.25, 1- 3.5 disks; teacher's guide

Chessmaster 2000 4

794.1 C1 1986 A — (d) Software Toolworks
Apple 64k — 39.95
educational games — 6-adult

A microcomputer chess game that draws from an opening library of 71,000 moves. In mid-game, it displays combinations of classical and modern strategy. At the end of the game, it calls further upon the computer chess algorithm to mount virtuoso tactics.

Miller/KS + (11);

1- 5.25 disk; user guide

Miller/KS: When you select the chess piece to be moved, the computer shows you the moves possible. This was a good re-learning tool for my student.

Child care

649.4 C3 1986 A — Aquarius
Apple 48k — 195.00
home economics-child development — 9-adult

Designed to provide instruction in the basic principles involved with child care. Includes tests and teacher's manual. Covers: behavior, physical development, play, and emotional growth.
3- 5.25 disks; teacher's guide

Children's writing & publishing ctr. 3.8

652.6 C4 1989 A — Learning Co.
Apple 128k (IIe, IIc, IIgs) — 89.95
desktop publishing — 2-12

Easy yet sophisticated desktop publisher for students.

Underwood/NC # (Cody); ARSD + (6-8); ADEPT/TX # (2); ClementsJHS/VA + + (6-8);

A+ 3/89 +; *Compute* 4/89 p70 +; *inCider* 5/89 p36 +; *Home-Office Comp* 4/89 p84 +; *Classrm Comp Learn Top 5* 11-12/89 & "Best of Decade" 5-6/90; *Comp Teach* 3/89.
3- 5.25 disks; user guide w/activities; ref card; catalog

Underwood/NC: Children enjoyed writing with this program. ADEPT/TX: It will be a good program when my kids have a little more language. ClementsJHS/VA: The kids (grades 6-8) loved it! Easy to use!

Choices, choices: on the playground 3

153.8 C1 1988 A — Tom Snyder
Apple 64k — 99.95
guidance-counseling — K-5

A simulation about a new kid at school who doesn't seem to fit in. Will students choose to invite him to play? Which is more important-helping the new kid or pressures from peers to ignore him. Users learns cause and effect relationships.

Miller/KS # (3);
1- 5.25 disks; user guide

Miller/KS: Although the students rated this program high, I found the pictures awkward to use. Perhaps I needed more practice.

Circus math 4.3

513.211 C5 1984 A — MECC
Apple 48k — 59.00
mathematics-addition/subtraction — 2-3

Provides user with motivating drills, sequenced according to difficulty, for whole-number addition practice. Records of performance are maintained.

NikkariEl/MI + (preK-1); INSD + + (2-4); HIPLakeview/KS + (1-3);
1- 5.25 disk; teacher's guide

NikkariEl/MI: This addition was too difficult for my students (preK-1). INSD: The students loved it and were highly motivated to succeed.

Classification 3

574 C53 1981 A — J & S Software
Apple 48k — 29.00
science-physical science — 8-11

User reviews the organization of living things.

ALSD # (9-12);
EPIE --; *CA Lib Media Consort* 6/83 +;
1- 5.25 disk;

Classmate

371.2 B7c 1987 A (d) — Davidson
Apple 64k — 49.95
utilities-grades/recordkeeping — adult

Menu-driven classroom management system, complete with step by step documentation. Used for storing class lists, grades, attendance, comments etc.
1- 5.25 disk; user guide; product catalog

Cleanwater detectives 3.5

333.91 C53 1991 A — MECC
Apple 128k — 59.00
science-ecology/environment — 3-6

Users investigate various water pollutants. They learn some of the techniques and procedures of setting up and conducting investigations. Through research and testing, they gather data about streams, rivers and lakes.

MarshallHSHIP/VA - (9-12); ClementsJHS/VA + + (6-8);

Only the Best; Sch L J 3/92; *Sci & Children* 2/92;
1- 5.25, 1-3.5 disks; teacher's guide

MarshallHSHIP/VA: For a few of our students this software was enjoyable, but for the majority it was too complex.

Clock 4.2

529.78 C5 1983 A — Hartley
Apple 48k — 49.95
mathematics-telling time — 1-6

Teaches the relationship between digital time and traditional dial clock time by means of a graphic clock. User can move hands to set the clock.

SECTOR +; HES + (May); MaldenCoopSD/MO + + (Aslin); Sunnyside/WA + + (1-6); Wappingers/NY + + (Edwards); BismarckHI/ND + + (Wright); MayoHS/MN + (Winters); NYMONROEBOCES1 + + (Reich); BrockSec/Can + + (Hazard); WISD +; WaukeganHI/IL + + (Yepsen); PortsmouthHS/NH + (O'Sullivan); FSDB + (Thornton/Zidar); NoTrails-AEA/IA + (Garriott); MiltonEl/VT # (Bensinger); DeerLodgeEl/MT + + (Smith); Matheny/NJ -; SEMNSEC # (gr. 3); NikkariEl/MI + (1-4);

NEA +; Sch Lib J 11/82 +; Sci Teach 2/82 +; MicroSIFT 4/83 +; Crseware Rept Card 2/83 +; EPIE -; Alberta -; Soft Rept B-;
1- 5.25 disk; user guide

NYMONROEBOCES1: Good remedial program and I liked the variation in the questions - quarter to... 6:45 ... fifteen to seven - my students need that variation! WaukeganHI/IL: My students (3-6 grades) enjoyed this, especially one student who had difficulty with time concepts. Great variety in the program. FSDB: The language for selecting the mode to work with (1-4) is difficult for the target group. The teacher may want to also select the increment (hour, 1/2 hour, etc.) after the mode is chosen. There is a design option which allows the teacher to add or delete prompts for students. NoTrailsAEA/IA: Our students (grades K-3) enjoyed this but did need help getting started. Nice reinforcement for math worksheets. MiltonEl/VT: Recommend for purchase because it is good for drills. Problems: 1) Colon (:) accounts for majority of typo errors - no correction/delete capability. 2) Unable to eliminate single old student record. Must delete all even if you wish to keep others. Not practical if sharing software with other teachers and you need room but don't wish to delete their records.

Clock works 4.5

529 C5 1986 A — MECC
Apple 64k — 59.00
mathematics-telling time — 1-3

Users practice telling time using both analog and digital clocks. Teachers can select alternate clock faces and multiple levels of difficulty.

FGIPHI/VT + (Lefebvre); ConnSENSE +; FSDB ++ (Schuler/Waterman); ALSD + + (Gallahar); PortsmouthHS/NH + (O'Sullivan); Crestline/OH + (Petty); LakelandAEA/IA ++ (Wethor); DeerLodgeEl/MT + (Smith); WaukeganHI/IL ++ (Yepsen); Oceanside/NY + (1); ClementsJHS/VA ++ (6-9); HarbourEl/Can ++;

Only the Best 1989; Soft Rept A; Closing the Gap 2-3/88 +;
1- 5.25 disk; teacher's guide

FGIPHI/VT: I will be purchasing one! Very excited about the teacher options available to modify program as needed. Liked how wrong answer disappears before student has to make another choice. FSDB: Very good teacher control for level of difficulty.
PortsmouthHS/NH: One of the most used programs.
WaukeganHI/IL: Very flexible to meet a wide range of student abilities. Oceanside/NY: I wish I was able to control what time showed up: i.e., o'clock, a quarter to or after. HarbourEl/Can: A variety of approaches on one disk. Children really enjoyed this especially their chance to "make" their own clock.

Clothing and things 3

646.3 C5 1983 A — Queue
Apple 48k — 34.95
reading-vocabulary — preK-3

Designed to introduce the language related to clothes and other familiar objects around the house. Disk is used in conjunction with accompanying book.

STMARYSSD + (Russell); Arey/IA + (Salinas); LakelandAEA/IA - (Wethor); WaukeganHI/IL + (Yepsen); Filling/OH + (Zellers); Matheny/NJ --; MiltonEl/VT # (3); NikkariEl/MI - (preK-1); Crane/AZ - (K); INSD # (1-4); WClermontCtr/OH + (9-12); RoweEl/NV - (K-1);
1- 5.25 disk; user guide; several punch-out cards; student book

Arey/IA: A second grader was able to read new words very quickly after practicing with this software. LakelandAEA/IA: Not appropriate content area for age level (Kinder.). WaukeganHI/IL: Not a very exciting program. MiltonEl/VT: The interest was not there. NikkariEl/MI: It was boring. This is too high level for my students (preK-1). It was pretty boring! Crane/AZ: It didn't interest the students. INSD: Good vocabulary drill. RoweEl/NV: Not appropriate for our children (grades K-1). We did not like how the arrow keys pointed to the choices and didn't give the chance for the kids to make their own choices.

Cloze plus program level D 3

428.4 C5 1982 A — I/CT
Apple 48k — 150.00
reading-comprehension skills — 3-8

Reading development program designed to improve comprehension skills and vocabulary by use of structured cloze and context analysis activities.

KDES -; MT.MSDB + (Gillis); EscanabaHS/MI + (Miller); KLC/MA -- (6,8); Miller/KS + (adult);

MicroSIFT 6/84 -; J of Read 1/85 +; Learning "Best of the Year 1983; Instructor 9/84 +; Soft Rept 7/1/85 +; Bklst 3/84 +;
4- 5.25 disks; teacher's guide

EscanabaHS/MI: I would not recommend for purchase because once the students have been through the program, they would know the answers. I wouldn't want to repeat the same ones. I really like the program, however. It made my students think on their own.
KLC/MA: This program was boring. All drill reinforcement was not very stimulating. Language level and vocabulary was difficult. Also, it was hard for students to use without teacher assistance. Miller/KS: There is a skills report after each reading assignment that shows students' weaknesses. I had trouble getting into the program because one disk was full. I didn't know a previous teacher's name so I couldn't use someone else's class list.

Code quest 3.9

153.43 C62 1984 A — Wings/Sunburst
Apple 48k — 65.00
logic/problem solving — 4-7

Users are required to decode six different clues in order to identify the mystery object in each game.

MNSAD + + (Malangko); FSDB +; WaukeganHI/IL + (Degman); COSDB - (Roadruck); CEC +; FSDB + (Barrie/Schuler); LakelandAEA/IA + (Wethor);

Soft Rept A-; EPIE; Alberta +;

1- 5.25 disk; teacher's guide

WaukeganHI/IL: Not an important part of the curriculum an too high a level (9-12 grade). COSDB: Unclear, requires too much explanation for procedure. FSDB: There is a save option which allows the student to stop at any point. Since the codes are not "on screen", the teacher should make or copy the hand-outs that explain how each code is formed. This way the students will have a reference to use for selection of the code they wish to use.

College explorer 3.6

378.15 C6 1985 A — College Board
Apple 64k — 189.00
guidance-college information — 9-14

Users build profiles by choosing from 500 options for 12 important college features including location, special services, enrollment etc.

WPASD - (Karn); MSSD + (9-12); MT.MSDB + + (Gillis); ORSSD # (Cruscial); WVSD + (Shank); GunnisonDist/CO # (Williams); LakelandAEA/IA + (Wethor);

Soft Rept A; Only the Best;

4- 5.25 disks; student manual; counselor manual; College Handbook

WVSD: This is an excellent school guidance program. Would be very effective to use with students interested in selecting potential colleges. Gives students good opportunity to profile themselves and colleges. Very good for 11th and 12th grades. GunnisonDist/CO: Difficult to access.

Colors and numbers 3.5

535.6 C6 1983 A — Queue
Apple 48k — 34.95
early learning/preschool — preK-6

Lessons relate to the child's everyday experiences and are designed to introduce the language associated with familiar objects and activities.

CLEARYSD + (Veatch); Miller/KS + + (2); HarbourEl/Can (preK-1); RoweEl/NV - (K-1);

CA Lib. Media Consort. 1985;

1- 5.25 disk; user guide; several punch-out cards, 1 student book

Miller/KS: My 2nd grade students enjoyed reading and matching color words with colors or number words with numbers. HarbourEl/Can: Not very motivating. RoweEl/NV: The children (grades K-1) were not interested.

Communikeys 4

004.76 C6 1989 A — MECC
Apple 128k — 59.00
business-typing — 3-6

Language-based program that keyboarding techniques in lessons with real words and sentences based on high-frequency vocabulary.

McKinley/NJ + (3);

Media & Methods May/June 1990 + +;

1- 5.25 disk; teacher's guide

McKinley/NJ: This year (1992) our school has a computer lab. Students receive instruction every two weeks. This program reinforces that instruction in the classroom.

Comp-u-solve 3

153.43 C6 1983 A — Educational Act.
Apple 48k — 109.00
mathematics-logic/problem solving — 2-12

Helps user learn how to solve the puzzles and how to use general problem solving techniques.

MSSD - (9-12); NYSD + (Spidal); MT.MSDB # (Gillis); Underwood/NC # (Little);

Only the Best;

2- 5.25 disks; user guide

Underwood/NC: Too complicated for my kids.

Comparative buying 3.3

640.73 C65 A (d) — MCE
Apple 48k — 44.95
home economics-consumerism — 7-adult

Designed to provide user with the information and attitudes necessary to take full advantage of his/her shopping power.

MT.MSDB + (Schwabe); TaftMS/OK + (Andrus); ElmCreekLib/KS # (Robinson); COSDB - (Fleharty); WISD + +; OHSD - (12);

4- 5.25 disks; instructional guide

COSDB: User just reads what is on the screen; very little testing of comprehension. OHSD: Too short!

Comparison kitchen 4.1

155.413 C6 1985 A — DLM
Apple 48k — 32.95
early learning/preschool — preK-2

Six activities strengthen visual perception of sizes and amounts, and visual discrimination of objects by color, shape and size. Colorful graphics enhance the user's interest in the one- and two-player games.

COSDB - (Fleharty); PCBunnElem/OH + (Bukovinsky); LehighVES/PA + (Friedrich); SAK/NM + + (Klien); BerryhillEl/FL + + (Rawls); EricksonDay/NJ + (Myers); NoTrailsAEA/IA + (Anliker); Filling/OH + (Zellers); NikkariEl/MI + (Cordes); LakeDrSchHI/NJ + (Kinder.); NikkariEL/MI + (preK.-K.); WolfvilleJHS/Can + (preK.-2); LaramieSD1/WY + (K-5); NikkariEl/MI + (preK-1); Jenks/OK + (K-5);

EMichU + + (adult); HarbourEl/Can + + (preK-1); INSD + (K-1);

Soft Rept A; Only the Best;
1- 5.25 disk; teacher's guide; work sheet

LehighVES/PA: Good program - nice for preschoolers, shape and color matching; identifying same and different. SAK/NM: Really does teach the concepts - visual cues are excellent. Too hard for preschool and Kindergarten students to execute themselves. I think it is not suitable for preK - OK for K and up. BerryhillEl/FL: Kids loved it. EricksonDay/NJ: Children enjoyed it. NoTrailsAEA/IA: It would be good for young students (preK-1). LakeDrSchHI/NJ: Colors and shapes are good for little kids, but the timed game is not. Nor is guessing "which has less". The graphics are not distinct enough. NikkariEl/MI: The matching of colors and shapes is good for our kids. The "Which is Less" was more difficult. The "Same or Different" is too difficult and they aren't given enough time. WolfvilleJHS/Can: More suited for my kindergarten student but all of them enjoyed it. The kids were able to execute the program independently. NikkariEl/MI: Parts of this software is too difficult for my students (preK-1) specifically, "Which is less" and "Same or different". EMichU: We will purchase this software for the lab - it provides excellent drill and practice of basic concepts. HarbourEl/Can: Terrific! Especially liked the visual cue (the female chef who nods, etc.) as a cue to correct or incorrect response. This visual cue is helpful for profoundly deaf students. INSD: Although we rated this as good we would not recommend for purchase only because there are better programs that are more valuable with a wider age range. The part of the program where the student has to distinguish between "same" and "different" can be guessed. Our students (1st grade) didn't get the concept..

Comprehension power program (D/E/F) 3.7

372.4 C6 1981 A c2 Milliken
Apple 48k 425.00
reading-comprehension skills 1-12

CPP is an inductive comprehension building program involving 25 different skills. An extensive package requiring substantial commitment.

SECTOR + +; MT.MSDB + (Schwabe); Lincoln/KS + (Spicer); MSSD + (9-12); ASD + (Andrews); WPASD # (Malmberg); WilseyGS/KS # (Luce); DurhamHI/NC + (Himmelstein) StRitaSD/OH + + (Dinnesen); WaukeganHI/IL + + (Degman); MARQUETTE.ALGERISD #; (Pontti); MultiDistHI/MO + (Derks); JamestownHI/ND # (Lee); SanDiegoK-12/CA # (Lange); LouisaHS/VA - (Meadows); LanLebIntU13/PA + +; StaffordEl/NJ + (Gibbons); KLC/MA -- (2, 7); ALSD + (9-12);

Elect Learn 1-2/82 +; Classrm Comp News 8/81 +; MicroSIFT 6/82 +; Soft Rept A;
12- 5.25 disks; 3 reading selections books; teacher's guide

WaukeganHI/IL: There are not enough stories at each level. MARQUETTE.ALGERISD: Yellow sheet of instructions (Preview sequence) not adequate for a beginner to understand access to the program. Extreme difficulty with program execution based on instructions on yellow sheet. Even following the step by step directions did not help us get through the steps on the preview sequence sheet. This package was one we had read excellent reviews on and were anticipating using it as an appropriate resource. StRitaSD/OH: I think cost is a factor (for purchase) because the students can be brought to understand and utilize the program. This program was used by several junior high students and the teacher, principal and computer expert at this school found it to be too difficult for 7th and 8th grade levels. MultiDistHI/MO: I need levels A-C - levels D-F were too hard in vocabulary areas! (2-6th grade). ASD: One problem with the program is the use of one line of text during the segment readings. A complete sentence should be given. JamestownHI/ND: Confusing manual and too many instructions for access. LouisaHS/VA: Difficult program to enter; did not hold students' interest. StaffordEl/NJ: This program is excellent for teaching comprehension, however, it is too high for my 2nd graders. KLC/MA: This software was so difficult to use I couldn't evaluate it properly. Even teachers in the building with knowledge of computers couldn't execute it. ALSD: This is a good package that covers all areas of reading comprehension. You must allow time to setup a class file before you can access the programs. The passages are in line with standardized tests and provide practice in all levels.

Comprehension power program (L)

372.4 C7 1990 A I/CT
Apple 64k 160.00
reading-comprehension skills 1-adult

Designed to improve comprehension and study skill strategies through preview skimming and comprehensive reading practice. Following each lesson a student's comprehension percentage, rate, reading index, number of tries report is presented.
4- 5.25 disks; teacher's guide

Computer CUP (concept understanding program... 3.9

153.23 C8 1984 A Amudon
Apple 48k 39.95
early learning/preschool K-2

Presents concepts tested by the Boehm Test of Basic Concepts. Vocabulary common to all school curricula. Part of a series. Designed for hearing impaired.

NYSD + (Spidal); FMDayEl/CO + (Armfield); CLEARYSD + (Veatch); Crafton/CA # (McGann); MidORRegPHI + (Lathourakis); HighPointRIII/MO # (Fortenberry); Underwood/NC + + (Little); NoTrailsAEA/IA + + (Garriot); MagnoliaEl/CA # (Bryant);

Covington/VA + (Fey); NikkariEl/MI # (Cordes); Miller/KS + (2); Jenks/OK + (K-5);

Soft Rept B;

2 - 5.25 disks; 2 user guides; class record sheet; student performance sheet

FMDayEl/CO: This is an excellent program. However, it would be even better if you could exit the program in the middle (it runs all 10 always) and if a printout of % of correct student responses was available. CLEARYSD: It would be helpful if one could "escape" to the menu during the program; but one must finish all 10 problems first or reboot disk. Would also be nice to have all concepts mixed (for one choice) as a test of how well they were learned. MidORRegPHI: Unable to exit in middle of program - a bit slow - would like a drill/test section with variety of concepts. HighPointRIII/MO: For older kids it's too slow, for younger, too advanced because of reading necessity. Underwood/NC: This program was excellent for my language impaired students (grades 2-5). NoTrailsAEA/IA: The children (preK-1) love this. The reading is difficult for some, but they overcame that. MagnoliaEl/CA: It is OK for reinforcement but not very exciting to use. Also, reading level is too difficult for the low level concepts being taught. Covington/VA: A very useful program. The student enjoyed it and learned from it with repetition. the concepts taught were important for the student to know at this level (grade 2). NikkariEl/MI: Nice, quick review of software. Miller/KS: A little boring for most of my students. We used this as a teaching tool for a preK student who loves anything on a computer. Short assignments with a teacher reading to him was very profitable.

Computer literacy (CLIP) 2.3

371.3 C6 A — Educational Act.
Apple 48k — 69.00
computers-literacy — 10-adult

Self-paced step by step program provides the user with hands-on experiences using drill and practice, tutorial, and simulations on a microcomputer.

MSSD - (9-12); NTID - (Russell); MTMSDB - (Schwabe); PoplarBluff/MO # (Rice);

Only the Best; EPIE;

1 - 5.25 disk; user guide; ref sheet

PoplarBluff/MO: Not high enough level for computer literacy.

Computer math activities v. 1 3.7

513 L8c 1983 v.1 A — Addison
Apple 32k — 58.86
mathematics-multiple topics — 1-9

Provides fact practice, skill drill, and problem-solving strategy work in a motivating, entertaining format. For individuals or teams.

COSDB + (Fleharty); SECTOR +; Cassavnat/NY -- (Meyers); KDES + + (Kubis); CLEARYSD + (Costanzo); DurhamHI/NC + (Frohbose); TaftMS/OK # (Andruss); NWSpEd/IL + + (Klusmeyer); NoTrailsAEA/IA # (Garriott); KLC/MA + (Wasserman); NoTrailsAEA/IA + (Anliker); Jenks/OK # (Pride); GrJunc/CO + (9); HIPLakeview/KS + (3-6);

Sci Teach 10/83 +; Elect Learn 4/83 +; MicroSIFT 5/83 +;

1 - 5.25 disk; user guide

KDES: 2 persons can play on it thus having opportunity to share learning of math together and having fun at the same time. CLEARYSD: The program offers excellent flexibility for the teacher. The games can be adjusted to meet the exact needs of the student. NoTrailsAEA/IA: As with all the Computer Math Activities, my students (K-3) had difficulty getting past the directions - once past, they loved to [illegible]! KLC/MA: Good use of methods and practice. Lots of fun! "Find It" was difficult to understand. NoTrailsAEA/IA: The interest level was fine for the time I had it, but I do not think the interest level is high enough to purchase it. Jenks/OK: There are many programs of equal value. HIPLakeview/KS: I liked the variety and flexibility. Easy to adjust for each student. Children enjoyed working on the computer together.

Computer math activities v. 2 3.8

513 L8c 1983 v.2 A — Addison
Apple 32k — 58.86
mathematics-multiple topics — 1-9

Provides fact practice, skill drill, and problem-solving strategy work in a motivating, entertaining format. For individuals or teams.

COSDB - (Fleharty); SECTOR +; DurhamHI/NC # (Himmelstein); KDES + + (Kubis); NoTrailsAEA/IA + + (Garriott); LakelandAEA/IA + (Wethor);

Sci Teach 10/83 +; Elect Learn 4/83 +; MicroSIFT 5/83 +;

1 - 5.25 disk; user guide

DurhamHI/NC: Math memory is too difficult in this program. Format is not good. I've seen better program to memory games. Dinosaur directions were confusing. Dinosaurs are inappropriate after 3rd grade. KDES: Two persons can play on it thus having opportunity to share learning of math together and having fun at the same time. NoTrailsAEA/IA: I like the ability to adapt this to many levels of development, from 1st grade on up. The children (grades K-3) loved this and were eventually able to set up their own program.

Computer math activities v. 3 3.5

513 L8c 1983 v.3 A — Addison
Apple 32k — 58.86
mathematics-multiple topics — 1-9

Provides fact[illegible]tice, skill drill, and problem-solving strategy wor[illegible]a motivating, entertaining format. For individuals or teams.

Sector #; COSDB - (Fleharty); KDES + + (Kubis); NWSpEd/IL + (Klusmeyer); NoTrailsAEA/IA # (Garriott); KLC/MA + (Wasserman);

Sci Teach 10/83 +; Elect Learn 4/83 +; MicroSIFT 5/83 +;
1- 5.25 disk; user guide

KDES: 2 persons can play on it thus having opportunity to share learning of math together and having fun at the same time. NoTrailsAEA/IA: The reinforcements are not very positive and this is too advanced for my students (K-2) even though I can reduce the fact difficulty, the reinforcements are inappropriate. This is another in the Math series that has potential, but is difficult to get proper reinforcement. Flexibility is nice, older children might do OK with lack of reinforcement and complicated instructions. KLC/MA: "Treasure Hunt" did not offer any clues which made it difficult to solve. Students loved most of the other games.

Computer math activities v. 4 3.5

513 L6c 1983 v.4 A — Addison
Apple 32k — 58.86
mathematics-multiple topics — 1-9

Provides fact practice, skill drill, and problem-solving strategy work in a motivating, entertaining format. For individuals or teams.

Sector #; COSDB - (Fleharty); KDES + + (Kubis); COSDB + (Roadruck); PoplarBluff/MO # (Rice); NWSpEd/IL + + (Klusmeyer); NoTrailsAEA/IA # (Garriott); KLC/MA # (6,8);

Sci Teach 10/83 +; Elect Learn 4/83 +; MicroSIFT 5/83 +;
1- 5.25 disk; user guide

KDES: 2 persons can play on it thus having opportunity to share learning of math together and having fun at the same time. NoTrailsAEA/IA: The math drill is good and the ability to set the difficulty is nice, but the reward activity is sometimes confusing and too advanced for the lower elementary kids. Nice that two can play - if you have two at the same level. KLC/MA: Only two of the games were fun. The graphics weren't very colorful or imaginative. "Mix and Match" was good for drill and practice of concepts. "Money Guesser" was boring. "Top of the Mountain" was good for younger students who need help identifying written numbers but was boring for older students. It is nice that the teacher can control the level of difficulty. "Pinball Math" was fun. The graphics were good. "Tablo" was fun for drill and could be played alone or with other students.

Computer math activities v. 5 3.2

513 L8c 1983 v.5 A — Addison
Apple 32k — 58.86
mathematics-multiple topics — 1-9

Provides fact practice, skill drill, and problem-solving strategy work in a motivating, entertaining format. For individuals or teams.

Sector #; COSDB - (Fleharty); KDES + + (Kubis); NoTrailsAEA/IA - (Garriott); KLC/MA + (Wasserman);

Sci Teach 10/83 +; Elect Learn 4/83 +; MicroSIFT 5/83 +;
1- 5.25 disk; user guide

KDES: 2 persons can play on it thus having opportunity to share learning of math together and having fun at the same time. NoTrailsAEA/IA: Too difficult for my students (K-3). Not rewarding - reinforcement activities are frustrating. All the games on this disk leave a lot to be desired. The math drill is fine, the ability to set up difficulty, etc., is nice, but the reinforcements are not reinforcing and are in fact frustrating. KLC/MA: The kids (grades 5-7) loved "Stratto Math" and "Math Faces". They had difficult with "Equations and Inequalities" and "Ring Toss". We did not use "Number-Fraction-Shape" game.

Computer math games vol. 1 2.3

513 L8co 1982 A — Addison
Apple 32k — 58.86
mathematics-multiple topics — 1-9

Provides practice with whole numbers, place values, decimals, fractions, integers, plotting ordered pairs, and problem solving.

SECTOR #; HES - (May);

Crseware Rept Card 8/83 +; Sci Teach 10/83 ?; MicroSIFT 3/83 +; EPIE +; Alberta -;
1- 5.25 disk; user guide

Computer preparation for the SAT 2.8

378.166 C6 1983 A — Harcourt
Apple 48k — 87.96
guidance-test taking — 9-12

Analyzes results from practice exams and offers an individualized study plan.

MSSD - (9-12); WPASD - (Malmberg); MTMSDB - (Schwabe); FSDB + + (Schuler/Hesson); Oceanside/NY # (10);

Crseware Rept Card 6/83 +; Ed Tech 5/83 +;
2- 5.25 disks; user guide; "How to prepare for the SAT"

FSDB: The teacher needs to emphasize to students that they will lose points for a wrong answer - they should leave an answer blank if they don't know the answer. High level, but appropriate for target group. Oceanside/NY: Not stimulating enough. The directions for booting were somewhat confusing. Very difficult vocabulary. There should have been levels. This was more of a practice test than learning strategies and vocabulary.

Computerized placement appraisal 5

372.41 C1 1991 A — ICT
Apple 64k — 200.00
reading — 1-12

CPA can determine a student's independent reading level, reading rate, vocabulary level, and comprehension capabilities. This routine can be completed by a student in about 20-30 minutes.

Miller/KS + + (3, 10);
2- 5.25 disks; teacher's manual

Miller/KS: This is a good tool for evaluating a student's reading level. The results were consistent with other tests I have administered.

Concentration 3.4

794 C6 1984 A (d) public domain
Apple 48k 5.00
general purpose preK-adult

Two can play at computerized version of TV game show. Uses three keys and has 36 squares. Public domain software - may be copied.

Jenks/OK # (2); Miller/KS # (1-4); CO.NECBOCES + (K-4); McKinley/NJ + (3); CentreCon/Can # (3-9); NikkariEl/MI + (preK-1); JFRhodesHS/OH # (9-12);
1- 5.25 disk

McKinley/NJ: This program was great for visual memory. The students (grade 3) enjoyed it very much. It is good that the pictures are labeled because it is difficult to know what they all are. CentreCon/Can: The use of the beer mug, cigarette, etc. is not appropriate for students. NikkariEl/MI: I questioned the appropriateness of some of the pictures used in this game (Beer mug, cigarette, etc.). JFRhodesHS/OH: Although I felt it was average, my students (grades 9-12) thoroughly enjoyed the software. It helped with memory. My students love competition. This software allows for this.

Conquering decimals (+,-) 5

513.55 C66 1988 A MECC
Apple 128k 59.00
mathematics-decimals/percents 4-8

Provides guided practice with problems involving addition and subtraction of decimals. Built-in help sequences are included for users in trouble.

KLC/MA + + (5, 8); CousinoHS/MI + + (10-12); Miller/KS + + (6-8);
Only the Best;
1- 5.25 disk; teacher's guide

KLC/MA: "Decimal Dash" was fun. Instructional activities were good. Graphics were helpful. "Misplace Decimals was difficult but challenging. CousinoHS/MI: This is the best one I've seen of it's kind and it is reasonably priced. Miller/KS: The math drill is excellent; if there is an error, the computer shows which numbers in the answer are wrong and the student can re-work the problem. The students are asked to round the answers to the nearest cent. All of the work is done step-by-step. An excellent program. The concentration game matches fractions and percents.

Conquering decimals (x,/) 5

513.55 C6 1988 A MECC
Apple 128k 59.00
mathematics-decimals/percents 5-8

Provides guided practice with problems involving multiplication and division of decimals. Built-in help sequences are included for users in trouble.

DCSHospSch/NC + + (adult); Miller/KS + + (4-6);
Only the Best;
1- 5.25 disk; teacher's guide

DCSHospSch/NC: It is great practice for a difficult concept. You must remove write-protect tape to play the game. Miller/KS: The computer program can guide the student step by step through drills in addition and subtraction. It gives excellent help!

Conquering fractions (+,-) 5

513.26 C6 1988 A MECC
Apple 128k 59.00
mathematics-fractions 4-8

Provides guided practice with problems involving addition and subtraction of fractions.

DCSHospSch/NC + + (6-7); INSD + + (5);
Only the Best;
1- 5.25 disk; teacher's guide

DCSHospSch/NC: This is a great problem solving game and practice with fractions. I found it to be very motivating. Remember to remove the write protection tape to play. INSD: Students (grade 5) were highly motivated to succeed. It is a good drill.

Conquering fractions (x,/) 5

513.26 C65 1988 A MECC
Apple 128k 59.00
mathematics-fractions 5-8

Students are given the opportunity to master multiplication and division operations with a variety of practice sessions. Includes games and teacher options.

Miller/KS + + (adult);
Only the Best; Sch Lib J 7/89 +;
1- 5.25 disk; teacher's guide

Miller/KS: I would like to sit with the student and require him or her to read the problem to me. This would prevent him from just looking at pieces instead of the whole program.

Conquering percents 5

573.24 C6 1989 A MECC
Apple 128k 59.00
mathematics-decimals/percents 5-8

Students explore percent concepts and the process of solving percent problems. They either guess how much of a geometric object is colored in or paint a specific percentage of an object.

Miller/KS + + (adult);
Only the Best; Sch Lib J 1/90 +; Media & Methods May/June 1990 + +;
1- 5.25 disk; teacher's guide

Miller/KS: Appropriate for 6-8 grade math. I liked it better without the timer. The user has the option of timer or no timer.

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Conquering ratios and proportions

513.24 C65 1989 A — MECC
Apple 128k — 59.00
mathematics-number systems — 5-8

Users get a feel for the 12-century as they explore ratio concepts and use proportions to solve word problems. They can reinforce their newly developed knowledge with two games.

Only the Best; Sch Lib J 10/89 +; Media & Methods May/June 1990 + +;
1- 5.25 disk; teacher's guide

Conquering whole numbers

513.2 C6 1987 A — MECC
Apple 64k — 59.00
mathematics-basic skills — 3-6

Users practice the four basic whole-number operations with multiple digits and regroups. They then test their problem-solving and factoring skills with two games.

Only the Best; 1988 Ed. Soft Preview Guide +;
1- 5.25 disk; teacher's guide

Construction trades

693 C10 1986 A — Aquarius
Apple 128k — 545.00
industrial arts — 9-adult

Introduces the fundamental concepts of measuring tools and reading a ruler.
10- 5.25 disks; instructor's guide

Consumer situations

513.2 C5 1988 A — Aquarius
Apple 48k — 250.00
mathematics-consumer math — 8-10

Provides instruction on: adding and subtracting numbers/decimals with regrouping; multiplying with multipliers up to three digits; multiplying decimals up to hundredths; and more. Includes pre- and post-tests. Part of 8th-10th Grade Math series.
5- 5.25 disks

Contemporary living (Survival skills series)

640 C3 1989 A — Aquarius
Apple 48k — 115.00
home economics-consumerism — 9-adult

A vocabulary section introduces each program to familiarize the user with the subject covered. Individual titles are: Map reading; Decision making; and, You and the law. Fifth grade reading level.
3- 5.25 disks; teacher's guide

Context clues — 3.6

428.4 C6 1983 A — Learning Well
Apple 48k — 49.95
reading-decoding skills — 3-12

Object of the game is to find the treasure hidden in one of the four treasure chests. Provides practice in identifying the meaning of words.

MSSD + + (9-12); KDES -; HES - (May); AkronPubSchs/OH + (Kluge); ElmCreekLib/KS # (Robinson); DouglasTilden/CA # (McGrath); LinnBenCC/OR + (Krabbe); PoplarBluff/MO + (Rice); STMARYSSD + (O'Donnell); WISD +; LouisaHS/VA + + (Meadows); PerkinsSB/MA + (Buckley); KLC/MA # (Wasserman); BerryhillEl/FL + (Rawls); LakelandAEA/IA + + (Wethor); Jenks/OK # (Pride); LaramieSD1/WY + (4); KLC/MA # (2, 7); EMichU # (teacher); JFRhodesHS/OH - (9-12);

Soft Rept B-;
1- 5.25 disk; teacher's guide

LinnBenCC/OR: Need color monitor. PoplarBluff/MO: Some of the definitions of the vocabulary are difficult to comprehend. LouisaHS/VA: Excellent program; highly recommended. PerkinsSB/MA: Very motivating game format. KLC/MA: Too difficult for my students (grades 5-7) reading level. Vocabulary level was difficult for my students. Movement/direction of pawn was difficult to understand. Concept of game was creative. BerryhillEl/FL: High interest. Great subject, good motivation. Difficult to understand at first but loved it by the end of the loan period. I'd rather have a game that one person can play alone. This needs an instructional part. KLC/MA: The program was too restrictive. It could not be adjusted for different levels. It was a nice tool for comprehension, just boring after a while. EMichU: Requires a rather significant reading comprehension level. Some definitions are not clear matches for stimulus word. JFRhodesHS/OH: The students did not like the graphics. Most found no interest in this software.

Continents and countries — 2.8

910 C66 1985 A (d) — CBS
Apple 48k — 39.95
social studies-geography — 5-adult

Four activities help user uncover facts about world nations. User travels to over 140 countries to learn about language, religions, area, government, etc.

ALSD -- (Gallahar); STMARYSSD + (Brady); PortsmouthHS/NH - (O'Sullivan); KLC/MA # (6,8); StoneCo/MS + (7);
1- 5.25 disk; user guide; keyboard overlays; catalog

ALSD: Too difficult to understand directions for our population. STMARYSSD: "Easy Key" overlay is not easy to read, but after student becomes familiar with it, it would enhance the use of the program. A workbook for students is a must for this program. PortsmouthHS/NH: Too difficult for our students (high school/developmentally disabled). Easy Key didn't fit well on the Apple IIgs keyboard. KLC/MA: This disk was too difficult to use with my students. It is more appropriate for high-level, older students. "Geo 21" was fun and easy (similar to Blackjack or 21). The overlay

was difficult to use. "National Comb." was hard to use independently but fun. "Country Computer" was good for research only. "Flagpole" was difficult but fun.
StoneCo/MS: High interest-motivational game.

Convert fractions to decimals...

513.5 C3 1988 A — Aquarius
Apple 48k — 115.00
mathematics-basic skills — 8-10

Provides instruction on: converting decimals to fractions and fractions to decimals as well as solving problems using mixed fractions and decimals. Includes pre- and post-tests. Part of 8th-10th Grade Math series.
3- 5.25 disks

Cooking and baking unit

641.3 C13 1986 A — Aquarius
Apple 128k — 755.00
industrial arts-food service — 9-adult

Series dealing with vocational education aspects of cooking and baking. Includes lessons on: measurement, meats recipe conversion, food service responsibilities and ingredients.
13- 5.25 disks; instructor's guide

Coordinate math

516.16 C6 1987 A — MECC
Apple 128k — 59.00
mathematics-coordinate systems — 4-12

Provides users with practice at locating points in a Cartesian coordinate system. Three games challenge users to solve problems.

Only the Best;
1- 5.25 disk; teacher's guide

Cosmetology

646.7 C16 1988 A — Aquarius
Apple 128k — 995.00
industrial arts-cosmetology — 9-adult

Designed to introduce the fundamental concepts in the study of cosmetology and to prepare students to take the State Board Examinations. A testing section, an additional test-scoring disk and a detailed teacher's guide with worksheets are included.
16- 5.25 disks; instructor's guide

Counters 4

513 O2c 1984 A — Wings/Sunburst
Apple 48k — 65.00
early learning/preschool-mathematics — preK-1

Three part program consisting of Counting, Addition, and Subtraction. Designed to give basic understanding of mathematics.

HES + + (May); CLEARYSD + (Veatch); FSDB + (Cushing/Greco); LenaweeISDist/MI + + (Ross); NoTrailsAEA/IA # (Garriot); BrentwoodEl/NC + (Cody); CentreCon/Can + (Blanche); WaukeganHI/IL # (Yepsen); Filling/OH + (Zellers); NikkariEl/MI + (preK-1); Miller/KS + + (2); Jenks/OK # (K-5);

inCider 12/84 p.146-148 +; High/Scope +;
1- 5.25 disk; user guide

FSDB: No reading required. Great program developmentally. LenaweeISDist/MI: Handling of incorrect answer somewhat confusing. NoTrailsAEA/IA: Would like to see a better way to handle mistakes. The children enjoyed it (preK-1). Good program for beginning counting - I wish there was an easier way to end - the program seems to go on forever! BrentwoodEl/NC: Good program for students beginning to count. CentreCon/Can: Good visual reinforcement. WaukeganHI/IL: During the addition part, having the items go into hiding makes it seem like subtraction instead of addition. NikkariEl/MI: The counting activities are good. I think the addition could confuse some children because the objects go out of sight (preK-1). Miller/KS: counting, addition and subtraction are so basic on this disk that my average students do not need this drill. My preschool student is beyond this counting level. If the student can't count then the computer would probably be too difficult a tool. But it could provide remedial addition and subtraction for students in grades 1 and 2 who are having problems with the facts.

Counting critters 4.3

513 C6 1985 A — MECC
Apple 64k — 59.00
early learning/preschool — preK-K

Five programs give young users practice with basic number skills. Includes matching identical numbers, counting safari animals, and other games.

VSDBH + (Singleton); DouglasTilden/CA + (McGrath); CantonHHP/OH + (Beggs); INSD + + (1); Miller/KS + + (preK-K); WallowaESD/OR + (K-1);

Only the Best; Elect Learn 1/87 + +; Closing the Gap 2-3/88 +; High/Scope + +;
1- 5.25 disk; teacher's guide

CantonHHP/OH: Good for one LD/HH boy with number difficulties. Good for practice with assistance. INSD: Although it is excellent it was too lower level for most of the students in our elementary grades 1-5. Miller/KS: The counting tasks and the rewards are really fun. The counting only goes up to 12.

Create intermediate 3.5

371.3 C73 1982 A — Hartley
Apple 48k — 39.95
utilities-drill/test generators — 2-10

Allows teachers to write lessons, drill sequences, tests or tutorials without technical programming skills.

MT.MSDB + (Schwabe/Gillis); ElmCreekLib/KS # (Robinson);

MicroSIFT 1/83 +; Ed Tech 3/83 +;
1- 5.25 disk; user guide

Create your own lessons 3.8
371.3 C7 1984 A — Hartley
Apple 48k — 49.95
utilities-drill/test generators — 1-6

Allows the teacher to write tests, tutorials or practice lessons. Will provide immediate feedback to the user and performs recordkeeping.

ConnSENSE +; HES + (May); GraberEl/KS + (Barb); BarbadosSDB # (Harding);
1- 5.25 disk; user guide

Crime time 3.2
794.8 M6c 1990 A — Teacher Support
Apple 64k — 34.95
logic/problem solving — 4-8

Challenges user's powers of deduction and problem solving through sleuthing. Four mysteries motivate user to concentrate, remember clues, and comprehend.

CO.NECBOCES # (5-6); KLC/MA + (7); HIPLakeview/KS # (2-4); JFRhodesHS/OH - (9-12); Miller/KS + (10-11);
1- 5.25 disk; user guide

CO.NECBOCES: It's too limited and isn't really needed in our program. KLC/MA: It is a good tool for reading for information and developing critical thinking. I would have liked it better if it had different reading levels. HIPLakeview/KS: Our students (grades 2-4) enjoyed the idea of finding a criminal but did not get very far towards their goal. JFRhodesHS/OH: Working in rhymes is very difficult. Students (grades 9-12) could not follow the clues. Students had difficult being able to choose the villains due to riddles. Miller/KS: The reading was too difficult for my high school students because of their low reading levels (grades 10-11).

Critter count 3.2
513.2 M36c 1982 A (d) — EMC
Apple 48k — 39.00
mathematics-addition/subtraction — preK-2

Graphic program for drilling users on addition and subtraction.

WaukeganHI/IL + (Yepsen); SAK/NM + (Klein); HarbourEl/Can -- (preK-1); NikkariEl/MI # (K-1); BarbadosSDB + (Harding);
High/Scope -; Soft Rept C;
1- 5.25 disk; user guide

WaukeganHI/IL: Not appropriate for my level (grades 4-6). Kindergarten or first grade levels would be great. SAK/NM: I would recommend this for a beginning math program. It has great visual reinforcement, but the main menu is poor. HarbourEl/Can: Boring-very slow pace. Fuzzy graphics that are repetitive and not very interesting. NikkariEl/MI: The subtraction tasks could be confusing because they add the boxes so it could look like addition. BarbadosSDB: It gives much practice in counting (not used with students).

Crosscountry California
917.94 C1 1987 A — Didatech
Apple 64k — 67.00
social studies-geography — 4-9

The computer dispatches user sending him/her on a mission to collect 50 commodities and travel between 150 cities and towns. The will head to Sonoma Valley, for example, passing vineyards on the way to Santa Rosa.

Only the Best; Comp Teach 5/88;
1- 5.25, 1- 3.5 disks; user guide

Crosscountry Canada
917.1 C2 1986 A — Didatech
Apple 64k — 49.00
social studies-geography — 4-9

Starting in Vancouver, or any 80 Canadian cities and towns, students travel and collect up to 50 local commodities. It might be produce from the orchards of the Okanagan valley, or lobsters from the Maritimes. Interactive simulation is realistic.

Only the Best
1- 5.25, 1- 3.5 disks; user guide

Crosscountry Texas
917.64 C3 1992 A — Didatech
Apple 64k — 67.00
social studies-geography — 4-9

As users travel through Texas they experience the landscapes and economies of its various regions. When they pull into Dallas, for example, they pick up textiles. There are 135 cities and 55 commodities included.
1- 5.25, 1- 3.5 disks; user guide

Crosscountry USA 5
917.3 C4 1985 A — Didatech
Apple 64k — 49.00
social studies-geography — 4-9

Students take control of an 18-wheel truck and experience a dashboard view of the United States. They must avoid mishaps and minimize expenses. They must go to 180 cities to collect regional commodities. The computer dispatcher creates mission.

CO.NECBOCES + + (6, 12); INSD + + (3-5);
Only the Best; Update W/93 p11 +; Family Comp 8/86; Elect Learn 10/85 + +; Classrm Comp Learn 12/86 +;
1- 5.25, 1- 3.5 disks; map; user guide

CO.NECBOCES: Excellent. We loved it! The kids (grades 6 and 12) can't wait to try next year. It is a great program. Most of our students have never been out of their home town or Colorado. This was excellent for them to travel via the computer. I tried it with my 12th grade student and he loved it. I think the interest level should be much higher especially with voc. oriented students. INSD: The students (grades 3-5) loved it. It required thinking, problem-solving, and map skills. It was also highly motivational. I hate to send it back! There

are definite gaps in the manual and it took some time to understand the program, e.g. how to start it.

Crossword magic 4.5

793.73 S45c '85 A — Mindscape
Apple 48k — 49.95
utilities-drill/test generators — 1-12

User can create, play and print, crossword puzzles by providing the words and clues. Program then generates the puzzle.

CLEARYSD ++ (Veatch); MSSD + (9-12); LJHS + (Vaughan); TaftMS/OK + (Andruss); ScrantonSSD/PA ++ (Barrett); MultiDistHI/MO ++ (Derks); WaukeganHI/IL ++ (Degman/Hazlett); WestHillAEA12/IA ++; SILACLD + (Ross); PiedmontReg/VA + (Huskey); FMDayEl/CO + Armfield; NWNazareeneC/ID ++ (Drahn); LouisaHS/VA ++ (Meadows); WISD ++; StaffordEl/NJ + (Gibbons); SpecNeedsLib/MD + (Kaplan); MagnoliaEl/CA ++ (Bryant); FSDB + (Ross/Thornton); RobbinsEl/WI ++ VanBinsbergen

EPIE; Only the Best; Elect Learn 5-6/85 p39; Soft Rept A; Sch Lib J 9/84 +; Compute 11/85 ++;
1- 5.25 disk; user guide; ref card; product catalog

ScrantonSSD/PA: RECOMMEND FOR PURCHASE - Definitely! FMDayEl/CO: This is not something I would let the students use, but the finished product - the crossword is excellent for students. NWNazareeneC/ID: A very useful program for teachers. MagnoliaEl/CA: Very motivating for higher students. Good tool for teacher to reinforce new vocabulary. FSDB: Very, very helpful instructional tool! Beautiful finished products! Wow! CO.NECBOCES: The final product looks great. Recommend for purchase for our BOCES Media Center so all teachers can benefit. We loved it! Teachers used and students completed the puzzles made by us. INSD: Makes spelling drill more interesting. The students are motivated by competition.

Crypto cube 4.1

428.1 C7 1983 A — Looking Glass
Apple 48k — 9.95
English/language arts-spelling — 3-16

Game screen consists of a rotating cube which shows four sides with squares similar to a crossword puzzle. One or two players try to guess words.

MSSD + (9-12); COSDB # (Fleharty); SpecNeedsLib/MD ++ (Kaplan); TaftMS/OK + (Andruss); Manhattan/KS + (Riley); PostFallsDist/ID + (Stoddard); WISD ++; FSDB + + (Smith/Barrie); CamdenCC/NJ +; CousinoHS/MI # (9); Oceanside/NY # (6, 10); Edison/MI + (3-4); INSD ++ (2-5); JFRhodesHS/OH + (9-12);

Ed Tech 3/84 +; Classrm Comp Learn 1/84 +; Soft Rept A-; MicroSIFT 7/85 +;
1- 5.25 disk; user guide; info pamphlet.

SpecNeedsLib/MD: It was very useful in drilling learning disabled students on memory retention and spelling skills. TaftMS/OK: Spelling only, no meaning involved unless given by title of word list. FSDB: Students are able to put their own word lists into the puzzles. They can use the program to help memorize vocabulary from any of their content area courses. CamdenCC/NJ: A student can use to improve their vocabulary. CousinoHS/MI: Students (gr. 9) thought it was OK. It would be good if it had clues and could print out. Oceanside/NY: It was not that motivating for my students. It took a while to understand the directions. They got bored quickly. Edison/MI: Not everyone will like this but kids who like puzzles will love it. INSD: Makes spelling drill more interesting. The students are motivated by competition. JFRhodesHS/OH: The students really like puzzles and competition between themselves. They like being able to choose their own topics.

Curious George goes shopping 4

421 C8 1989 A — DLM
Apple 64k — 24.95
early learning/preschool — preK-3

Provides an interactive story that presents the classification concepts of grouping objects, finding the odd one in a group and identifying like objects. There are two levels of difficulty.

Miller/KS ++ (K, 3); HarbourEl/Can # (K-3); *Only the Best;*
1- 5.25 disk; user guide; poster

HarbourEl/Can: The language/reading level was a bit too high for our group (K-3). Sometimes the response time is too short. The children were not that interested in it.

Curious George in outer space 3.3

152.14 C8 1989 A — DLM
Apple 64k — 24.95
early learning/preschool — preK-3

Designed to help user learn about size comparisons. Six different types of space friends appear in the program each representing a specific comparison skill. Two levels of difficulty are available for this interactive story.

WCECSU # (K); Jenks/OK + (1-5); INSD # (2, 4); *Only the Best; Sch Lib J 3/89 +;*
1- 5.25 disk; user guide; poster

INSD: Although the students enjoyed the graphics, the directions were hard to follow and not much learning took place. There was not a clear distinction between demonstration and when the student was expected to answer questions.

Curious George visits the library 4.2

421 C87 1989 A — DLM
Apple 64k — 24.95
early learning/preschool — preK-3

Includes an interactive story introducing the concepts of on,off, in back of, next to; in, out, over, under,

and on top of, in front of, up, down. Also includes activities that reinforce these concepts.

Jenks/OK + + (K-3); SpecNeedsLib/MD + (1-12); LakeDrSch/NJ # (preK); Miller/KS + + (1-4); WallowaESD/OR + (K-1); JeffersonEl/MI + (2); HarbourEl/Can + (preK-1);

Only the Best;
1- 5.25 disk; user guide; poster

LakeDrSch/NJ: Too limiting, but the story was cute. Miller/KS: My students (gr. 1-4) loved watching Curious George move on the screen. HarbourEl/Can: Not appropriate for reading level of our group. the language of the instructions and the response time allotted (not much) required constant supervision by the teacher. WallowaESD/OR: Not enough options. Limited information. JeffersonEl/MI: It did not cover enough prepositions.

D

Dazzle draw 4

006.6 S6d 1984 A — Broderbund
Apple 128k — 59.95
utilities-graphics — 3-adult

Easy to use electronic drawing tool featuring pull down menus.

ClementsJHS/VA + (6-8);

Only the Best; Bklst 9/1/85 +; Byte 3/85 +; Comp Teach 6/85 +; inCider 6/85 +; A+ 12/87 + +; Classrm Comp Learn Best of Decade 5-6/90; Family Comp 4/85 +;
1- 5.25 disk; user guide; product catalog

Decimals 3.3

513.2 D4 1983 A (d) — QED
Apple 48k — 120.00
mathematics-factoring — 5-9

Requires reading ability of 5th/6th grade. Builds upon concepts of factoring, area and exponents. Emphasis on understanding of concepts presented.

LJHS + (Vaughan); TaftMS/OK - (Andruss); PoplarBluff/MO # (Rice); LouisaHS/VA + (Meadows);

Only the Best; Crseware Rept Card +; MicroSIFT +; Alberta -; Soft Rept B+;
4- 5.25 disks; teacher's guide; catalog; class record chart; "hundred board"

Delta drawing 3.3

741.07 D4 1984 A — Power Industries LP
Apple 48k — 69.95
art — 1-16

Users create their own colorful drawings on screen using single key commands to control the Delta cursor. Commands can be nested.

MSSD + (9-12); HES - (May); ConnSENSE 5/86 +; ElmCreekLib/KS # (Robinson); FMDayEl/CO + (Armfield); SpecNeedsLib/MD # (Kaplan)

Only the Best; Elect Learn 5-6/85 p40; Classrm Comp News 5-6/83 -; NEA +; Crseware Rept Card 4/83 +; Comp Teach 5/83 +; Soft Rept A; High/Scope +;
1- 5.25 disk; user guide;

SpecNeedsLib/MD: This was too difficult for my patrons to understand. I wish it had better instructions on disk with examples to follow, instead of only in the documentation which also wasn't too easy to comprehend.

Designasaurus 3.8

567.91 D4 1987 A — Compton's
Apple IIe/c/gs 128k — 39.95
science-natural history — 4-9

Survive as a Brontosaurus, Stegosaurus or Tyrannosaurus Rex in this learning game with multiple skill levels. Walk through forests, swamps and mountains. Eat the right foods along the way. Everything affects the delicate eco balance.

BerryhillEl/FL + (K-4); RoweEl/NV # (K-1); EMichU + + (teacher); ClementsJHS/VA + + (6-8); MarshallHSHIP/VA - (9-11);

Only the Best; Nibble 10/88 +;
2- 5.25 disks; user guide; heat transfer

BerryhillEl/FL: I wish it would print out in color. My kids are used to that, not black and white. RoweEl/NV: The students enjoyed this program and interacted verbally with it. However, after a week, they became bored with it. EMichU: It's high interest material and requires very few keystrokes on the part of the user. Allows the user to be creative while also providing factual information on dinosaurs. ClementsJHS/VA: The kids (grades 6-8) loved it! We made many unique dinosaurs! MarshallHSHIP/VA: Students were not interested in the program. They said it was boring.

Designer puzzles 4

006.6 G3d 1990 A — MECC
Apple IIgs 1MB — 59.00
utilities-drill/test generators — K-adult

User designs own crossword puzzles, wordfinds, picture puzzles and more. Complete puzzles with borders and graphics. Print from page-size to wall-size.

CentreCon/Can + (Blanche); ClementsJHS/VA + (adult); NikkariEl/MI + (K-4);
2- 3.5 disk; teacher's guide

ClementsJHS/VA: Takes a long time to program word list form curriculum before it generates a puzzle.

Diary of Anne Frank 3

418.4 K5d 1984 A — Media Basics
Apple 48k — 49.95
reading-comprehension skills — 3-13

Evaluates reading skills and measures comprehension by engaging users, responding to answers, reinforcing, and correcting. Assumes user has read novel.

COSDB # (Fleharty); PoplarBluff/MO # (Rice); *EPIE -;*

1- 5.25 disk; study guide; 2 activity sheets; loading instruction sheet. Novel not included with package.

PoplarBluff/MO: Reading level too high (9-12).

Dictionary skills 2.9

423 D52 A Queue
Apple 48k 24.95
library skills 4-5

Covers everything from headwords and pronunciation to etymology, dictionary terms and abbreviations.

MSSD - (9-12); LJHS # (Vaughan); ChulaVistaJHS/CA # (Moran); KLC/MA - (Wasserman); ScrantonSSD/PA - (Barrett); ALSD + (Gallahar); MarshallHSHIP/VA: + (10-11); NikkariEl/MI # (2-3);
1- 5.25 disk; user guide; product catalog

KLC/MA: Too difficult for students with low language and reading skills. Material could have been appropriate if less difficult vocabulary and directions were used. MarshallHSHIP/VA: It provides a variety of materials otherwise unavailable.

Dilemma 3.8

428.4 L5d 1985 A Educational Act.
Apple 48k 139.00
reading-reading in content areas 7-adult

Contains high-interest stories and tests for four reading levels grades 2-5. Offers color graphics, online dictionary, and user-controlled reading rate.

NTID + (Russell); Arey/IA + (Salinas); CREC/CT #; CousinoHS/MI ++ (9); KLC/MA - (8); BakerSD/OR ++ (7-8);
4- 5.25 disks; user guide; 32 reproducible activity masters

Arey/IA: (Recommend for purchase) no, because the interest level was too high for my students (grades 5-6). My students' life experiences were not varied enough for program subjects. CousinoHS/MI: We normally spend hours creating work of this nature, but with Dilemma, it's done for us! We loved the additional worksheets but think it needs better answer keys. Each story has numerous ways of testing comprehension. The kids (gr. 9-adult) liked the topics. KLC/MA: It was very boring and repetitive. My student (gr. 8) didn't like it. BakerSD/OR: It tuned in the interest/subject area for students (7-8). Individual vocabulary definitions were too fast for the students. Need word banks on crossword activities.

Dinosaur days 3.6

567.91 D56 1984 A Queue
Apple 48k 39.95
science-natural history 2-6

Explains how dinosaurs are classified by scientists and presents facts on familiar and lesser known dinosaurs.

HES + (May); MultiDistHI/MO + (Derks); AZSDB + (Upton); ForestViewEl/IL # (Cecchini-Zucco); BrennenEl/SC + (Dick); McFadden/TN # (Mann-Dale); AEA5 + (5-3); RoweEl/NV - (K-1); McKinley/NJ + (3); APSEA/NB3 # (4-6);

Soft Rept A-; MicroSIFT 5/85 -; Only the Best; Sch L J 3/89;
2- 5.25 disks; user guide

AZSDB: Good animated reinforcement - Tested with a first grader (needed assistance with reading) enjoyed it - also liked support papers - also older students used it independently. McFadden/TN: Too limited in the variety of activities offered. Reading level too difficult for poor readers. RoweEl/NV: Not appropriate for level. Not diversified enough and no variety. McKinley/NJ: This information was too advanced for my students (gr. 3). APSEA/NB3: The text is too high for my pupils to read independently. I liked the worksheets but the kids (4-6) didn't.

Dinosaurs 2.9

371.3 H37d 1984 A Advanced Ideas
Apple 64k 39.95
early learning/preschool preK-2

Using Montessori principles, program introduces user to computer literacy through matching and sorting games.

FSDB # (Greco/Williams/Moonan); NoTrailsAEA/IA # (Garriot); LakeDrSchHI/NJ - (Cheskin); StaffordEl/NJ ++ (Gibbons); LakelandAEA/IA - (Wethor); BrentwoodEl/NC + (Cody); SAK/NM - (Klein); MiltonEl/VT + (Bensinger); NikkariEl/MI - (P-K); INSD + (1-2); RoweEl/NV # (K-1); CASB -- (K-2); Edison/MI - (preK-2); AGBell/OH + (1);

Only the Best; Wilson Lib Bull 10/84 +; Closing the Gap 2-3/88 +; High/Scope +; Soft Rept A-;
1- 5.25 disk; user guide; product catalog

FSDB: No reading is required in the first four games. Minimal reading is required for the last game. Children will need to have had some learning experiences about dinosaurs to play some of the games. There are no on screen directions, and the menu is done with pictures. NoTrailsAEA/IA: Not worth the money for my classroom. LakeDrSchHI/NJ: Not enough variety of task on lower level. Kids need to have had instruction about dinosaurs before playing some of the games. Non-readers cannot play the name-matching game (preK-2). StaffordEl/NJ: Very enjoyable for students- each level could play. LakelandAEA/IA: No directions on screen. BrentwoodEl/NC: Students (grades 3-5) enjoyed this program; great follow-up activity after a unit on dinosaurs. SAK/NM: Limited use. Directions are unclear unless explained by an adult. The graphics are not clear - good for matching or teaching the concept of same/different. MiltonEl/VT: Too elementary for our age group (grade 2). I would like to see the dinosaurs identified at the beginning instead of guessing by the silouhette. When the response is incorrect, I would like some feedback (i.e., a tone or beep). We thought our computer just wasn't responding or we were using the wrong "buttons"! NikkariEl/MI: The first game was appropriate for

our students. The rest were too difficult for independent use (preschool-K). INSD: It fits in to the 2nd grade social studies curriculum. We sometimes had problems with the 1st game: it would not work on some of our older computers. RoweEl/NV: After initial enthusiasm, the children (K-1) became bored with this program. CASB: Confusing instructions on Game 3; extremely low interest level and monotonous. Edison/MI: Hard for students (preK-2) to use independently. I had to keep rereading the directions myself. Games required wide differences in skills.

Discover the world — *3.7*

910.45 H8 1986 A — Hartley
Apple 48k — 55.95
social studies-world history — 6-12

User may sail from any port and find a route to the east. He or she must map shorelines, establish territories, and so on.

STMARYSSD + (Brady); LakelandAEA/IA ++ (Wethor); KLC/MA - (Wasserman);

Classrm Comp Learn 2/87 ++;

3- 5.25 disks; teacher's guide; student guide

KLC/MA: It was too difficult for my students (grades 5-7). An excellent disk for older students with good reading and language skills. Inappropriate for my students.

Discovery encyclopedia — *3.5*

030 D5 1983 A (d) — Learning Tech.
Apple 48k — 50.00
library skills — 7-12

A general knowledge encyclopedia with topics of interest for all. For each topic there is an article explaining key facts about that subject.

STMARYSSD # (Gonzalez); PostFallsDist/ID + (Stoddard);

1- 5.25 disk; user guide

PostFallsDist/ID: No record of number correct or incorrect.

Double "n" trouble — *4*

372.8 D6 1985 A — Hartley
Apple 48k — 49.95
educational games — 3-6

"College Bowl" format includes a variety of topics in geography, literature, science, social studies and others. Computer presents game board, user answers.

KLC/MA + (Wasserman); CousinoHS/MI + (12);

1- 5.25 disk; user guide

KLC/MA: Our students loved this program! Unfortunately, the material was somewhat unfamiliar to them. Would have liked different levels of difficulty. It was good for reinforcing comprehension skills while allowing students to compete with each other (gr. 8). CousinoHS/MI: I really liked it and so did the students (gr. 12). Good jumping point to using reference materials to find answers. Good for higher reading levels, but didn't seem to frustrate my multi-handicapped kids too much. You can't play as one, can't change level of difficulties, and it has a high reading level for many deaf students.

Dr. Know

006.3 D7 1987 A — Ventura Ed. Sys.
Apple 128k — 49.95
computers-AI — 9-16

Provides an introduction to artificial intelligence. Allows users to experiment with principals of AI.

Ed Tech 1/88 +;

1- 5.25 disk; user guide

Dragon games — *3.6*

372.61 H4d 1982 A — Educational Act.
Apple 48k — 59.95
English/language arts-grammar — 3-6

Contains six drill programs for providing practice in a particular part of speech: nouns, verbs, adjectives, contractions, synonyms, or antonyms.

MSSD + (9-12); NYSD + (Spidal); PS156/NY - (Bonneire); PoplarBluff/MO + (Rice); NWSpEd/IL # (Klusmeyer); GunnisonDist/CO ++ (Murtaugh); INSD # (5);

Soft Rept B-; Crseware Rept Card 2/83 +; EPIE --; Alberta -;

1- 5.25 disk; user guide

PS156/NY: Vocabulary is too varied in terms of levels. PoplarBluff/MO Vocabulary difficult for hearing impaired students (HS & Jr HS). NWSpEd/IL: Graphics are a little dull - some idiomatic expressions are confusing. INSD: It didn't hold the students interest. Also, they guessed and didn't read or really understand the commands.

Dragon's keep — *3.8*

428.43 D7 1984 A — Queue
Apple 48k — 29.95
educational games — 2-4

A search through dragon territory to rescue 16 animals from captivity. Adventure game format, modified for 2nd grade level. No violence.

COSDB ++ (Fleharty); FSDB + (Schuler/Darland); WCentral/OH +; Riverside/IA # (Schledewietz); HarbourEl/Can - (preK-2); McKinley/NJ + (3); Miller/KS ++ (3-5); JFRhodesHS/OH # (9-12);

EPIE +; Classrm Comp Learn 3/84 +;

1- 5.25 disk; user guide; game sheet stickers; 2 articles about writing

FSDB: Language is compatible to academic level. Prepositions are used often, may want to check on students understanding of prepositions. Could easily be used as a class activity by using the TV monitor. Riverside/IA: This program does not challenge the child. It didn't give the student a lot of chances to use different skills besides memory. McKinley/NJ: Students have to comprehend, before they can move on. They're moti-

vated to read! Miller/KS: If several children will be using the program it would be worth investing your money. The children learn the game then lose interest once it is mastered. JFRhodesHS/OH: My students were not challenged. They like to see movement on the screen.

Drawing conclusions 3.1

372.4 C5 1983 A — Learning Well
Apple 48k — 49.95
reading-comprehension skills — 3-12

User will be taught to read a paragraph and select a sentence that states a conclusion based on that paragraph.

MSSD - (9-12); MTMSDB - (Schwabe); WISD #; Arey/IA + (Salinas); KLC/MA + (6, 8); Underwood/NC + (Little); Jenks/OK - (Pride); Miller/KS + (5);

Soft Rept B-;
1- 5.25 disk; teacher's guide

Arey/IA: Skill level too high for my students (primary). Underwood/NC: My students really enjoyed this program. They enjoyed competing (grades 3-5). Jenks/OK: Too high a reading level for my students. It is also too slow. KLC/MA: My students really enjoyed this disk. It was fun yet challenging. Perfect for their reading level (gr. 5, 7). Miller/KS: It was a little difficult for the students to know whose turn it was.

Drugs 2.5

615.1 D78 1985 A (d) — Queue
Apple 48k — 39.95
health-drugs/alcohol/tobacco — 7-16

Covers use of drugs such as LSD, cocaine, alcohol, caffeine, sedatives, opiates, tobacco, PCP and others.

MSSD - (9-12); HES # (May);

Soft Rept B;
1- 5.25 disk; user's guide; product catalog

E

ESL picture grammar 4

372.61 E7 1984 A — Gessler
Apple 48k — 39.95
English/language arts-ESL — 6-adult

A visually interactive program that gives ESL students the practice they need in producing statements, negatives and questions using different tenses.

EscanabaHS/MI + (Miller);
1- 5.25 disk; user guide

EscanabaHS/MI: A good drill and practice program. It is easier typing to fix mistakes, than writing over and over. When the students made a mistake, the graphics showed step-by-step ways how to to fix the sentence.

EZ LOGO 4

005.13 L63 1985 A (d) — MECC
Apple 64k — 59.00
computers-LOGO — preK-3

Young users can control the computer and explore its capabilities with simple one-letter commands. Includes 24 open ended activities.

VSDBH + (Singleton); SD23/Can + (Vellenoweth); INSD + (1); Miller/KS + (K, 3, 11);

Only the Best; High/Scope +;
1- 5.25 disk; teacher's guide

VSDBH: Can be used for higher level than K-3. Miller/KS: If you are interested in computerized art, this is a good program. My five year old enjoyed this more than the high school students although it is capable of doing some very sophisticated artwork.

Early addition 4.8

513 E2 1983 A — MECC
Apple 48k — 59.00
mathematics-addition/subtraction — 1-2

Users are challenged by problems in simple addition, and the computer rewards success with exciting visual events.

StaffordEl/NJ ++ (Gibbons); SAK/NM ++ (Klein); NikkariEl/MI + (preK-1); Edison/MI ++ (3-4);

Only the Best; NEA;
1- 5.25 disk; teacher's guide

SAK/NM: Reinforcement and drill is perfectly balanced. Only for basic addition. NikkariEl/MI: The reinforcement was too little for my students (preK-1).

Early discoveries: size and logic 4.2

155.4 S5 1984 A — Hartley
Apple 48k — 45.95
logic/problem solving — preK-K

Helps user to improve ability to discriminate among objects according to size. More advanced activities lead to the completion of logical sequences.

NoTrailsAEA/IA + (Garriot); StaffordEl/NJ + (Gibbons); LakelandAEA/IA ++ (Wethor); NikkariEl/MI + (p-K); INSD + (1-2); Miller/KS ++ (Kinder.);

Soft Rept A; High/Scope +; Closing the Gap 2-3/88 +;
1- 5.25 disk; user guide; set of cards; stickers; chart

NoTrailsAEA/IA: The size program was difficult to see the difference. The ability to show the cursor or speed it up was great. Can be used with very slow children as well as those more skilled. StaffordEl/NJ: A good variety of levels - could be used with success with students K-2. NikkariEl/MI: Our students loved this program. INSD: Good practice in patterning. Some of the pictures with antenna confused some of my younger students. Miller/KS: Patterning was excellent. There were three levels of difficulty for each task.

Early games for young children 4.2

372.21 E2 1984 A — Queue
Apple 48k — 34.95
early learning/preschool — preK-1

Designed to instruct in basic skills. Includes matching numbers and letters adding and subtracting blocks, working with the alphabet etc.

NoTrailsAEA/IA + (Garriot); STMARYSSD + (Brady); FSDB + (Edge/Cushing/Greco) HamiltonDist/OH ++ (Blakely); BerryhillEl/FL ++ (Rawls); CantonHHP/OH + (Beggs); Filling/OH # (Zellers); Riverside/IA ++ (preK); NikkariEl/MI ++ (preK-1); Jenks/OK # (K-5); Edison/MI ++ (preK-1); IditarodEl/AK # (1); Miller/KS + (preK-K);

MicroSIFT 5/84 -; Crseware Rept Card 9/83 +; EPIE +; NEA +; Soft Rept A;

1- 5.25 disk; user guide

NoTrailsAEA/IA: Children (preK-1) not very interested in it. STMARYSSD: Nice variety of activities for young children. Enhanced by vivid colors. Easy to control time spent on each activity. FSDB: This software is easily done independently by young children. The match section gives students help counting problems after they make an incorrect answer. If the escape key is accidentally pressed, the program switches to the next activity. HamiltonDist/OH: The student using this disk is visually impaired. The enlarged lettering made it possible for her to see with no difficulty. BerryhillEl/FL: We have purchased it. Great for pre-schoolers and first graders. This is a program my young hard of hearing children can operate independently. They love "Picture Draw". CantonHHP/OH: Kindergarten kids enjoyed practicing learned skills. Great reinforcer. Allows independent computer use. Filling/OH: Not appropriate for our population. Riverside/IA: Great teaching of skills and reinforcing of known skills. Easy programs for my preschoolers to operate independently. Very motivating. This is good for preschool and kindergarten students. They can use it independently. It reinforces skills preK and K students are working on. Tasks are very specific. Motivating for young users. Bright exciting graphics. Children are able to use independently in a short amount of time. IditarodEl/AK: We found this to be too low level for the students involved (grade 1). Miller/KS: If the task is learning to count, the child needs an easier method of answering than locating the number on the keyboard. The addition and subtraction drills are adding/subtracting blocks. My kindergartner enjoyed this and began to grasp addition principles. The subtraction drill did not show something being subtracted. "Names" was an interesting program. Because of the graphic displays my 5 year old started learning to spell my name. "Match Numbers" was teaching keyboarding to very young children.

Earth moves

551.21 E1 1988 A — Aquarius
Apple 48k — 45.00
science-earth science — 8-12

Users gain hands-on experience in plotting earthquakes and latitude/longitude lines in this animated simulation. Includes a teacher's guide and reproducible plotting map.

1- 5.25 disk; teacher's guide

Easy as ABC — 4.4

421 E2 1984 A — Queue
Apple 64k — 39.95
reading-reading readiness — preK-1

Five games with animated animal graphics allow users to have fun while learning the alphabet.

SAK/NM ++ (Klein); STMARYSSD ++ (Brady); Underwood/NC ++ (Little); KSU.SPED + (Seeger); LakelandAEA/IA + (Wethor); MillburnDay/NJ + (Meyers); WaukeganHI/IL ++ (Yepsen); MansonEl/IA + (K-1); LakeDrSchHI/NJ ++ (K-1); KLC/MA + (1,6,8); NikkariEl/MI + (preK-1); RoweEl/NV + (K-1); Edison/MI ++ (preK-2); IditarodEl/AK + (1);

High/Scope ++; Closing the Gap 2-3/88 +;

1- 5.25 disk; user guide

SAK/NM: Great for preschool and K. The sequencing section is great for older delayed population. STMARYSSD: Very nice variety of fun and entertaining selections within the program. The added (1) spelling of words in Lunar Letters and (2) labeling the animals in "Dot to Dot" is a good extension of the learning opportunities this program provides. Underwood/NC: My students loved using this program. Wonderful graphics. KSU.SPED: Nice variety of activities. MillburnDay/NJ: Good for my m.h. as well as a.h. students. Good for various levels. The kids liked it. WaukeganHI/IL: Even the older students in my class wanted to use this program. The program is terrific. KLC/MA: The games were good and there was a nice variety of activities. My two criticisms are: 1) Some of the games took too long to get reinforcement, 2) Young children need help operating the selection of games and using cursors. Otherwise, a good program with great graphics. NikkariEl/MI: My students (preK-1) liked this software. It provides good practice with A-B-C order. Edison/MI: Graphics are wonderful! All students (preK-2) enjoyed and benefited from this program. IditarodEl/AK: We found it to be too low level for our students (grade 1).

Echelon — 2

797.5 E1 1988 A (d) — Access
Apple 64k II+/IIc/IIe/IIgs — 39.95
aviation — 7-adult

3-D space flight simulator. User must do reconnaissance missions and search for artifacts and clues that may reveal the location of the "Space Pirate Stronghold". Successfully completing the assignments will require top flight skills, patience and logic.

ClementsJHS/VA - (6-8);

1- 5.25 disk; user guide; map

ClementsJHS/VA: Too difficult (grades 6-8).

Eighth through tenth grade reading/language

372.4 E8 1989 A — Aquarius
Apple 48k — 250.00
reading-comprehension skills — 8-10

Basic reading skills disks include: signs; abbreviations; symbols; word meanings from prefixes, suffixes, and using context clues; newspapers; punctuation; daily activities; and, titles and proper nouns.
8- 5.25 disks; no guide

Elementary social studies v. 2 — 2.9

300 E4 1980 A (d) — MECC
Apple 48k — 39.00
social studies-U.S. history — 1-6

Educational games and simulations about US history and geography.

HES - (May); WASSD # (Born); WilcoxEl/HI # (Cox-Smalling); NECOBOCES/CO # (Bieber); StoneCo/MS # (6-8); McKinley/NJ - (3); JFRhodesHS/OH + (10-11);
MicroSIFT 6/83 +; J of Crseware Rev v1#1/81 +;
1- 5.25 disk; user guide

WASSD: Still looking for better quality, although the students enjoyed it. WilcoxEl/HI: In description of program, grade level was listed as 1-6. My lower elementary students could not to this program. NECOBOCES/CO: Would not recommend for purchase unless these were public domain materials. I thought most of the programs were too difficult for my 6th grader. She couldn't grasp the concepts. She did however, love the "Nomad" game and I did also. McKinley/NJ: Too advanced for my third grade students.

Elementary vocabulary/spelling — 2.3

421 E4 1981 A (d) — MECC
Apple 48k — 18.00
utilities-drill/test generators — preK-6

Program constructs a maze which teachers can duplicate and use as a classroom activity. Teachers determine intricacy of the solution.

HES - (May); Crestline/OH # (Petty); LakeDrSchHI/NJ - (Cheskin); KLC/MA - (6-8);
1- 5.25 disk; user guide

Crestline/OH: Seemed to need a lot of teacher time vs student time. (grade 2). LakeDrSchHI/NJ: Other programs i.e. Crossword Magic, Word Puzzles, are easier and print out clearer puzzles. The Maze is the only thing different about this. KLC: Took too much time to set up games.

Elements of mathematics — 3

513.26 S2a 1982 A — Electronic Crsewr.
Apple 48k — 49.95
mathematics-basic skills — 2-8

For users who wish to learn the elements of math at an entry level. A drill and practice format is used in each of three sections.

LJHS # (Vaughan); Underwood/NC # (Little); MarshallHSHIP/VA # (9,11);
EPIE --; Ed Tech 1/84; Soft Rept B+;
1- 5.25 disk; user guide

LJHS: The manual does not explain how to access the management system. Good visual representation of concepts needed to add and reduce fractions. Underwood/NC: Too difficult for my kids (grades 3-5). MarshallHSHIP/VA: The number figures are clear and attractive. It would help the student to figure out the answer before the actual answer like this 1/3 + 4/3=5/3=1 2/3, instead of 1/3+4/3=1 2/3.

Ellis Island: the immigrant experience

973.8 E2 1993 A — Educational Act.
Apple 64k — 98.00
social studies-US history — 7-12

A simulation designed to help users explore turn-of-the-century America, as seen through the eyes of a young immigrant. Each time program is played, users experience the life of a different teenage boy or girl.
2- 5.25, 1- 3.5 disks; teacher's guide

Energy — 4

531.6 E5 1982 A — J &S Software
Apple 48k — 29.00
science-physical science — 8-11

Helps user understand relationship between energy, force and work. User also reviews simple machines, potential and kinetic energy, conservation, etc.

ASD + (Kenausis);
1- 5.25 disk; user guide

ASD: It's good, but very brief!

English picture reading and word recognition — 4

372.4 E5 1986 A — Decision Develop.
Apple 64k — 49.95
English/language arts-ESL — 1-3

Designed for the beginning or non-English speaking reader. Uses the classic Gingerbread Boy tale to teach users to recognize words, relate them to pictures in a story and use them to form sentences. User can listen to story on tape.

MiltonEl/VT + (Nelson); CentreCon/Can + (2); Miller/KS + (3, 11);
Soft Rept A;
1- 5.25 disk; audio cassette; user guide; progress chart; text chart

MiltonEl/VT: This program would be great because of the different level tasks and variety if it were more generic - i.e. not specific to The Gingerbread Boy - but to story making or sentence making in general. Miller/KS: Reading the story is fun when you can see the characters acting out what you are reading. The vocabulary

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drill is very simple. It is appropriate if the reading level is right.

English: our language

415 E10 1989 A — Aquarius
Apple 48k — 350.00
English/language arts-grammar — 8-adult

Drill and practice on: nouns; pronouns; adjectives; verbs and adverbs; verb tenses; prepositions and conjunctions; phrases and clauses; word choice; punctuation and capitalization, possessive case.

10- 5.25 disks; teacher's guide

English: parts of speech — 3

425 E5 1981 A (d) — MECC
Apple 48k — 59.00
English/language arts-writing — 11-adult

Helps users diagnose their proficiency in recognizing the traditional parts of speech. Over 150 prestored sentences are provided.

KLC/MA + (Wasserman); CousinoHS/MI + (12); CO.NECBOCES - (6-7); MarshallHSHIP/VA - (9-12);
Soft Rept B; Only the Best;
1- 5.25 disk; teacher's guide

KLC/MA: Very nice program. Very appropriate for students with language difficulties. CousinoHS/MI: This is rather boring for students. Nothing except repetitive drill. Must force user to stay in task. It would be helpful if there were some graphs. CO.NECBOCES: The students thought it was boring. It is too cut-and-dry.

Equation math

512.94 F6 1987 A — MECC
Apple 128k — 59.00
mathematics-equations — 9-12

Users explore linear, quadratic, and trigonometric equations. Graphs of equations are displayed quickly eliminating hours of work.

MicroSIFT 8\87 +; Sch Lib J 5\88 +;
1- 5.25 disk; teacher's guide

Equations — 4.2

512.94 E6 A — Queue
Apple 48k — 29.95
mathematics-equations — 7-11

Provides practice in solving linear equations. Solution of each equation requires use of algebraic axioms in the proper sequence.

MT.MSDB + (Schwabe); GallaudetPREP + (Varthakavi); AZSDB ++ (Upton et al); PortsmouthHS/NH + (Paul); ASD + (Robinson);
Math Teach 2/83; Sch Micro Rev Su82 +; Crseware Rept Card 9/83 +; Curr Rev 4/84 +; Alberta +;
1- 5.25 disk; user guide

PortsmouthHS/NH: Would not recommend "only because level was not appropriate" for 9th grade. ASD: I would purchase this if our budget allows.

Equations I — 1.5

512.94 E68 1984 A — Queue
Apple 48k — 39.95
mathematics-algebra — 8-12

Designed to serve as an introduction or a review of algebra for high school students. Provides immediate feedback, positive reinforcement and remediation.

MSSD -- (9-12); WPASD - (Malmberg);
Alberta -;
1- 5.25 disk; user guide

Essential idioms in English — 3.6

428 R5r 1985 A — Am. Lang. Ac.
Apple 48k, will not work on Mac LC — 119.95
English/language arts-idioms — 9-adult

Each disk contains 13 lessons covering 12 idioms in each lesson. Provides internal record keeping, drills, definitions and examples.

PoplarBluff/MO ++ (Rice); LakeDrSchHI/NJ # (Cheskin); FSDB # (Smith/Hesson/Barrie); SAK/NM # (SAK/NM); KSU.SPED + (Seeger); LakelandAEA/IA + (Wethor); SEMNSEC + (Nelson); CousinoHS/MI + (9-12); Oceanside/NY # (5-6); OHSD (9-12);
3- 5.25 disks; user guide

LakeDrSchHI/NJ: The reinforcement activities are nice, but it's unrealistic to expect my population (K-7) to understand the meaning and use of each idiom with the single example given in the "Learn the Idiom" part of this program. KSU.SPED: Nice variety of appropriate idioms - some of the vocabulary in example sentences may be difficult for hearing impaired students. CousinoHS/MI: With pre-teaching, this could be a good drill because it approaches idioms in a variety of ways. When using "write an idiom" mode, program doesn't input correct info, just keeps on asking. Needs something to jazz it up such as graphics. This would be good only for review or with more usual lessons for the hard of hearing. It would be more effective if the idiom words were boldfaced or highlighted in a more conspicuous manner.

Estimating and common sense — 3

519.54 G8e 1984 A — Imperial Intl.
Apple 48k — 59.95
mathematics-estimation — 4-12

Menu driven program provides drill and practice in estimation skills.

MSSD + (9-12); WPASD # (Karn); KDES # (Simpson); CREC/CT -; PortsmouthHS/NH # (O'Sullivan);
Soft Rept A;
2- 5.25 disks; teacher's guide

KDES: I don't think we'd miss it. The kids may like it more. As we get into more difficult chambers it becomes more interesting. But once you guess the rule then poop! If you realized you've made a mistake you cannot immediately check. The quizzes are more difficult to decipher than the actual task. CREC/CT: The

language of this program was too advanced for target population. There are too many directions for a given activity. PortsmouthHS/NH: It was not suitable for our students' needs (other disabilities in addition to hearing loss).

Estimation activities 4

519.5 E8 1991 A MECC
Apple 128k 59.00
mathematics-estimation 4-8

Presents five games that require users to develop winning strategies and use their estimation skills in order to be successful. Provides an open-ended environment for users to apply strategies practiced in "Estimation Strategies".

Miller/KS + (5);
1- 5.25, 1- 3.5 disks; teacher's guide

Miller/KS; There was excellent practice for estimation. The computer said, "That is not correct..." my estimation was as good as the alternate estimate! I only encountered one error when I played. I don't know if there are others.

Estimation in word problems

519.54 E2 1988 A Aquarius
Apple 48k 75.00
mathematics-estimation 8-10

Provides instruction on: solving word problems using approximations to find sums and differences and using rounding to find approximate products and quotients. Includes pre- and post-tests. Part of 8th-10th Grade Math series.
2- 5.25 disks

Estimation strategies

519.5 E82 1991 A MECC
Apple 128k 59.00
mathematics-estimation 3-6

Users are introduced to the various strategies used for computational estimation. These strategies-ranges, rounding, front-end digits, compatible numbers, and clustering-are presented in a guided learning environment.
1- 5.25, 1- 3.5 disks; teacher's guide

Estimation: quick solve I 5

513 E8 1990 A MECC
Apple 128k 59.00
mathematics-estimation 5-8

Users practice visual and computational estimation with problems involving whole numbers, decimals, fractions, and percents.

ConnSENSE + +;
1- 5.25, 1- 3.5 disks; teacher's guide

ConnSENSE: Provides a motivating arena for children to practice the accuracy and speed of their estimations involving whole numbers, percents and decimals. This is especially true for students with strong interpersonal intelligences and for classrooms using principles of cooperative learning with small, diverse groups. The computer generated opponents are particularly appealing to many kids, and the teacher modification potentials make this a program with a great deal of applicability.

Estimation: quick solve II

513 E9 1990 A MECC
Apple 128k 59.00
mathematics-estimation 5-8

Users practice visual and computational estimation with problems involving measurement, time, money and graphs.
1- 5.25, 1- 3.5 disks; teacher's guide

Excretion/nervous system 3

574.1 E9 1981 A J & S Software
Apple 48k 29.00
science-physical science 9-16

Reviews nature of metabolic waste and how they are removed. Looks at the nature of nervous impulse, nerves in simple organisms, reflexes etc.

STMARYSSD # (Harmon);
1- 5.25 disk;

STMARYSSD: Rejected on account of interest level and no graphics.

Expedition to Saqqara-simulation 2

930.1 E9 1986 A Queue
Apple 48k 59.95
social studies-history 5-adult

Simulation based on the real archaeological site at Saqqara. Simulates the search for and excavation of ancient tombs.

COSDB - (Fleharty);
1- 5.25 disk; user guide; 28 illus. find cards; 10 messa[illegible] find cards

COSDB: No graphics; complicated; hard for students to see purpose.

Exploring sequences and series

515.24 E9 1991 A MECC
Apple 128k 59.00
mathematics-multiple topi[illegible] 7-12

Users are introduced to the various strategies used for computational estimation. These strategies-ranges, rounding, front-end digits, compatible numbers, and clustering-are presented in a guided learning environment.
1- 5.25, 1- 3.5 disks; teacher's guide

Exploring tables and graphs I 4

511.5 E9 1984 L I A Optimum
Apple 48k 34.95
mathematics-coordinate systems 2-5

Introduction to the way tables and graphs work and how they are used. Users experiment with tables, and picture, bar and area graphs.

WaukeganHI/IL ++ (Yepsen); KSU.SPED # (Seeger); JFRhodesHS/OH + (9-11);

NEA +; *MicroSIFT 1/85* +; *Chime Newsletter 5/85* +; *Only the Best*;

1- 5.25 disk; user guide; pack of practice master sheets

WaukeganHI/IL: Very versatile program! KSU.SPED:Could not understand how some of the games worked. JFRhodesHS/OH: The games are a good way to get the data but they take a while to get through them.

Exploring tables and graphs II — *4*

511.5 E9 1984 L II A — Optimum
Apple 48k — 34.95
mathematics-coordinate systems — 5-8

Introduction to the way tables and graphs work and how they are used. Users experiment with tables, and picture, bar and area graphs.

JFRhodesHS/OH + (9, 11);

NEA +; *MicroSIFT 1/85* +; *Chime Newsletter 5/85* +; *Only the Best*;

1- 5.25 disk; user guide; pack of practice master sheets

F

Facemaker gold — *4*

004 F3 1990 A — Queue
Apple 64k (II+, IIe, IIc, not gs) — 39.95
art — preK-4

User completes a blank face by choosing eyes, ears, nose, mouth and hair. Then user can animate face and/or try to reproduce pattern.

FDLRS +; MSSD + (9-12); CLEARYSD ++ (Veatch); KDES # (Thomas); WISD +; FMDayEl/CO + (Armfield); PCBunnElem/OH ++ (Bukovinsky); WVSD ++ (Jeffries) # (Boley/Ries); LehighVES/PA - (Friedrich); SouthEl/IA + (Skibsted); MBaldwinC/VA + (McCrory); PortsmouthHS/NH # (O'Sullivan); CamdenCC/NJ # (Campbell/Merlino); BerryhillEl/FL ++ (Rawls); SAK/NM # (Klein); GrJunc/CO + (6-8); EdResCtr/WY ++ (K); NikkariEl/MI ++ (preK-4).

High/Scope #; *Only the Best*; *EPIE* +; *MicroSIFT 6/83* +; *Soft Rept B*;

1- 5.25 disk; user guide

WVSD: Reading sections of program may not be applicable to MHC population, but material is trainable anyway. 2) Good for low function students. Following direction and fun, too. I like this. It would be good for adjustment classes. Good for coordination. Go for following complete directions. 3) This disk would be good for low-functioning students who get to use it for reward after performing job task. Creativity also plays an important part for students. The game part is difficult to understand. LehighVES/PA: Graphics could be much better, preschool children don't know/can't recognize facial parts for what they are. Nice idea, I think children would love the face building program if graphics were better. SouthEl/IA: Graphics were sometimes hard to discriminate. Doesn't work on Apple IIGS. PortsmouthHS/NH: Difficult to learn; not especially educational although it might be appropriate for free time or entertainment purposes. BerryhillEl/FL: The kids (grades K-3) loved it! Great for what the program involves. GrJunc/CO: Fun game. My students enjoyed it. EdResCtr/WY: Excellent! We used it for discussion on body parts, emotions and feelings as well as computer basics. NikkariEl/MI: The kids loved it. Fun for all ages (used in grades preK-4).

Fact or opinion — *4*

428.4 F3 1984 A (d) — Hartley
Apple 48k — 49.95
reading-comprehension skills — 3-6

Multi-level program: gives extensive practice in learning to discriminate whether information is fact or opinion. Lessons begin at third grade level and the vocabulary gradually increases in difficulty. Can be modified by teacher.

LJHS + (O'Vaughan); Mason/OH ++ (Jaggers); JamestownHI/ND # (Lee); Underwood/NC + (Little); ASD + (McMahon); LakelandAEA/IA + (Wethor); Jenks/OK + (Pride); CO.NECBOCES + (gr. 6, 10); EscanabaHS/MI + (gr. 7-12); CousinoHS/MI + (gr. 9-12); McKinley/NJ + (3);

Soft Rept B-;

1- 5.25 disk; user guide

JamestownHI/ND: The program is not motivating enough for the kids and the language a little difficult. Kids seem to enjoy more graphics or games as positive reinforcement for correct answers. Underwood/NC: My students have a hard time distinguishing between fact and opinion. This program was very good for them (grades 3-5). Jenks/OK: This is a good drill on fact and opinions. EscanabaHS/MI: Although I rated it "good" I would not recommend purchase by our school because I would not want to use the same information over and over. CousinoHS/MI: I like it because it teachers can add or change existing program. Best to be used as a drill after this concept is taught. Because it is a drill it may easily bore students. It does cater to many levels. McKinley/NJ: It supports our English curriculum.

Factory — *3.5*

153.43 K6f 1983 A — Wings/Sunburst
Apple 64k — 65.00
logic/problem solving — 4-12

Designed to help develop visual discrimination and spatial perception, and gain experience in understanding the importance of sequence and order.

FDLRS +; MT.MSDB + (Gillis); ElmCreekLib/KS + (Robinson); ScrantonSSD/PA + (Barrett); COSDB ++ (Roadruck); BrunsonJHS/SC ++ (Plemons);

WCentral/OH + (Seabold); CarsonJHS/AZ - (O'Neal); GrJunc/CO + (Dean); KLC/MA - (gr. 6-8); StoneCo/MS -- (6-8); JFRhodesHS/OH + (10-12);

CEC Hon Mention 1983; Instructor 4/85 p.91 +; Classrm Comp Learn 10/83 + Crseware Rept Card 6/83 +; EPIE; Chime Newsletter 8-9/83 +; Soft Rept A;
1- 5.25, 1- 3.5 disks; user guide

MT.MSDB: Creative, stimulating software program. COSDB: Dimensions wonderful - high interest. CarsonJHS/AZ: Objective of program was not clear. Very little positive reinforcement for positive responses. More examples should be given so the objective is more clear. Our students (grades 7-9) had difficult figuring out what they were supposed to do. GrJunc/CO: All may students (grades 4-12) enjoyed this software. It makes them think and plan ahead. Speed of the graphics could be increased to make it more user friendly. KLC/MA: I found this difficult to use and cannot imagine my students who have language and reading comprehension problems, attempting it. StoneCo/MS: Directions were unclear. Too difficult for my students (gr. 6-8) and low interest level. JFRhodesHS/OH: This program kept students' interest. They enjoyed competing with one another to make a product. For students with little knowledge of measuring in degrees, it would have helped if the program had included instructions on this information.

Fantavision

741.2 F1 1987 A (d) Broderbund
Apple 64k 59.95
art K-12

Allows users to draw stick figures, solid shapes, lines, faces, bodies and more. Users can then create special effects, cartoons, mini-movies and doodles.

EPIE 11/86 +; Elect Learn 4/86 +; Ed Soft Preview Guide 1988 +;
1- 5.25 disk; user guide; quick start card

Fay's word rally 3.4

372.4 F3 1984 A Didatech
Apple 48k 49.95
reading-vocabulary K-3

At the beginning of the game, nine words appear in maze. User reads clues to find the word in the maze then drives his car through the maze to find it.

SAK/NM -- (Klein); BerryhillEl/FL # (3-4); NikkariEl/MI # (preK-1); Miller/KS ++ (1,3-4); McKinley/NJ (++);

1988 Ed Soft Preview Guide +; Soft Rept 1987 +; Comp Teach 8-9/85 +; Comps in Ed 3/85 +
1- 5.25 disk; user guide

SAK/NM: Unclear directions. BerryhillEl/FL: Low interest. A joystick is really essential for this. My kids (gr. 3-4) got tired of using the arrow keys. NikkariEl/MI: Too easy for grade level. Miller/KS: This program provides a large range of levels. It is appropriate for grades 1-5. McKinley/NJ: Applicable to different reading levels; very interesting to children; motivating for vocabulary development.

Fay: that math woman 4.5

513.2 F 1990 A Didatech
Apple 64k 42.00
mathematics-basic skills K-3

Helps user visualize how and why basic arithmetic works. Addition and subtraction are illustrated as a series of steps, and multiplication and division are seen as a series of leaps. While knowing the right answer is important, this teaches why.

INSD ++ (1-5); HarbourEl/Can ++ (K-5); Miller/KS + (3); JeffersonEl/MI + (4);

Only the Best; Comp Teach 11/84 +;
1- 5.25 and 1- 3.5 disk; user guide

INSD: Students of different skill levels were all motivated to succeed. It makes basic arithmetic interesting. HarbourEl/Can: Visual display of math functions. The children really enjoyed it! Miller/KS: My 3rd grade student was not motivated by this program. Fay walks or jumps the factors of the problems. This could be helpful for students in learning to understand math. JeffersonEl/MI: My student (grade 4) is beyond this stage.

Fay: the word hunter 3.2

428.2 F3 1983 A Didatech
Apple 48k 49.95
reading-vocabulary 2-6

Composed of 2 components: a word search game which can be used independently and an authoring program which is used to create word lists for use with game.

HES + (May); SouthEl/IA ++ (Skibsted); Arey/IA ++ (Salinas); LakeDrSchHl/NJ + (Cheskin); CO.NECBOCES # (Bieber); McKinley/NJ + (3); KLC/MA # (2); INSD -- (adult)

Soft Rept A-;
1- 5.25 disk; user guide

HES: Only problem I see is the several moves to make to "shoot" word and the time factor. You must use several keys. Rather awkward. SouthEl/IA: Students (4th grade) were highly motivated by this program. Arey/IA: My students were highly motivated (elementary). LakeDrSchHl/NJ: Easy to author my own list of words - kids enjoyed (age 10/rdg level 1,2). CO.NECBOCES: Need the little cheat sheet to remember direction and keep etc. Hard for children to compete in time given. McKinley/NJ: Good tool for reinforcement of vocabulary. KLC/MA: This game was very difficult for me! There is no way my 2nd grader could do this even with the help of the cheat sheet provided by another teacher and myself! Too fast - words are too difficult. The student is required to do too many tasks at the same time: read, operate diver, and shoot.

Fifth through seventh grade math competencies

510 F32 1988 A — Aquarius
Apple 128k — 995.00
mathematics-basic skills — 4-7

Series includes disks on: reading money values; ordering numbers; multiplying and dividing whole numbers; adding and subtracting decimals; conversion; averages; measurement; geometry; bar and picture graphs; rounding and estimating; consumer situations.
40- 5.25 disks; instructor's guide

File cabinet

005.74 F5 1978 A (d) — public domain
Apple 48k — 5.00
data base managers — preK-adult

Create a data base with up to 21 categories and 105 records. Program has capability to search, sort, report and list all records. May be copied.
1- 5.25 disk;

Financing a car — 3

332.74 F5 1983 A (d) — MCE
Apple 48k — 44.95
home economics-consumerism — 9-16

Combines instruction and application to teach basics of credit purchasing and assist users in making actual decisions.

MT.MSDB - (Gillis); ORSSD -- (Cruscial); WISD +; WesthillHS/NY + (DiBenedetto); MarshallHSHIP/VA + (9-12);

NEA +;
1- 5.25 disk; user guide; vocabulary development sheet; 2 concept development forms (2 sheets ea.);

WesthillHS/NY: Gives two different language levels for instruction. Worksheets provide good vocabulary review. MarshallHSHIP/VA: My senior students really enjoyed this. Graphics will have to be periodically updated.

Fingerspeller w/fingernumbers

419 F2 1985 A — Stanfield
Apple 64k — 99.00
sign language — K-adult

Consists of four programs designed to teach the manual alphabet. Through the use of handshape combinations, a series of sequenced fingerspelling exercises is presented. Users can practice and test their skills at their own pace.

Closing the Gap 2-3/93;
2- 5.25; guide

First day on the job — 3

650.1 F5 1983 A — MCE
Apple 48k — 44.95
guidance-career education — 6-12

Designed to provide information about how to prepare for and what to expect the first day on the job. Written at two levels - 2/3 and 5/6 grades.

WPASD - (Saunders); DouglasTilden/CA + (Heilig); LuzerneIU18/PA ++ (Omacht/ Wintermute); HawaiiHI + (Harper); NYMONROEBOCES1 # (Reich); PostFalls Dist/ID # (Stoddard); GrJunc/CO - (Dean); CO.NEBOCES # (Bieber); OHSD - (12); MarshallHSHIP/VA - (9-12);

NEA +;
1- 5.25 disk; user guide

LuzerneIU18/PA: Great reinforcement to lesson! GrJunc/CO: Boring, too much reading. Couldn't figure out how to get to the two different levels (2/3 and 5/6). OHSD: Too short!

First-letter fun — 5

372.4145 F5 1985 A — MECC
Apple 64k — 59.00
reading-reading readiness — preK-K

Users practice relating the initial sound of words with the letters that represent those sounds. Simple stories provide the setting and context.

Riverside/IA ++ (Schledewitz);
1988 Ed Soft Preview Guide +;
1- 5.25 disk; teacher's guide

Fish scales — 4.6

155.413 F5 1985 A — DLM
Apple 48k — 32.95
mathematics-measurement — preK-2

Graphics and animation help user learn how things are measured for height, length, and distance, and how measurement is used to compare sizes.

MT.MSDB + (Schwabe); FSDB + (Thornton/Greco/Waterman); MOSD ++ (Davis); Crestline/OH ++ (Petty); NoTrailsAEA/IA + (Anliker); LakelandAEA/IA ++ (Wethor); BrentwoodEl/NC + (Cody); CantonHHP/OH ++ (Beggs); WolfvilleJHS/Can ++ (Blanche); WaukeganHI/IL + (2); INSD ++ (1-2); NikkariEl/MI + (preK-1); BerryhilEl/FL ++ (preK-1); Endeavor/NJ ++ (1); CousinoHS/MI ++ (12); SouersJHS/OH + (K-1);

Only the Best 1989; High/Scope +; Soft Rept A; Family Comp 9/86 ++;
1- 5.25 disk; user guide; work sheet; product catalog

MOSD: Excellent - high attention level and ease of program. The students love this program. FSDB: Very limited language used. Makes learning measurement fun! Unfortunately student's scores are shown for a very short period of time. NoTrailsAEA/IA: Sometimes it was hard for the children to tell which line was closest. LakelandAEA/IA: Children loved it (preK). Graphics are wonderful. It is basic and easy for H.I. children to use! BrentwoodEl/NC: Too basic for my kids (grades 3-5). WolfvilleJHS/Can: Excellent reinforcement for a math unit on measuring (grades preK-2). Good introduc-

tion to the concept of measurement. NikkariEl/MI: This software provided good practice in early measuring skills. BerryhilEl/FL: Great program for a great price! EndeavorII/NJ: In the preliminary directions to each of the games, the lettering is somewhat blurry. CousinoHS/MI: Excellent for young elementary and multi-handicapped children.

Five-star forecast 3

551.6 F5 1990 A MECC
Apple 128k 59.00
science-earth science 4-6

Users become amateur weather forecasters. They learn how the variables of air temperature, wind direction, and wind speed affect the weather.

BerryhillEl/FL # (5);
1- 5.25, 1-3.5 disks; teacher's guide

BerryhillEl/FL: Difficult for the kids (grade 5) to understand. It might be good for older kids.

Fizz and Martina's little shoppers kit

513 F1 1993 A Tom Snyder
Apple 64k 109.95
mathematics-basic skills K-6

Includes all the components necessary to set up a classroom store for the purpose of introducing elementary school children to early math skills and money denominations. Assigns children to the jobs of cashier, bagger, or stock person.
1- 5.25, 1- 3.5 disks; teacher guide; play groceries; play money; activity book; reproducibles

Flight simulator II

797.5 F1 1983 A (d) SubLOGIC
Apple 128k II+/IIe/IIc 49.95
aviation 6-adult

Simulates the instruments and flight characteristics of a small, single-engine aircraft. User can practice takeoffs and landings, inflight maneuvers, even complex aerobatics over detailed scenery.
1- 5.25 disk; user guide

Flodd, the bad guy (Reading Magic Library) 4

398.24 S5f 1988 A Tom Snyder
Apple 64k 44.95
early learning/preschool-reading preK-1

Children help King Alex wrestle with the dilemma: how best to use the three wishes from his magic lamp to stop Flodd. Interactive plot allows child to choose what happens in the story.

Miller/KS + (2-5); LakeDrSchHI/NJ + (5);
Only the Best;
1- 5.25 disk; user guide

Miller/KS: The program is suggested for children 2-6. My hearing impaired students of that age group enjoyed the moving pictures, but were not interested in the language. It was a lot of signing for an interpreter and a long story. Older students (10-11) enjoyed it! LakeDrSchHI/NJ: If I had unlimited funds, it would be a nice addition to our library, however, it loses its novelty after a few readings.

Flying carpet 2.7

155.41 F5 1985 A Merit
Apple 48k 24.95
reading-comprehension skills preK-3

User gains practice with shape recognition, visual discrimination, and counting.

HES # (May); RossiInt/NJ # (Baniky); StaffordEl/NJ -- (Ventola); MultiDistHI/MO + (Derks); LincHSDist564/MN # (Soine); Filling/OH - (Zellers);
High/Scope #;
1- 5.25 disk; user guide

StaffordEl/NJ: Much too abstract for hearing impaired youngsters. LincHSDist564/MN: In order for the child to respond, the child had to be so very careful and there was not enough feedback time also, fairly boring. Filling/OH: Not appropriate for our population which is physically disabled, hearing impaired adults.

Following directions: behind the wheel

428.4 F1 1988 A Mindscape
Apple 48k 49.95
reading-comprehension skills 2-4

Users must follow directions to get from one location to another. Landing on specially designated spaces gives players the opportunity to answer questions. The reading selections focus on giving directions.

Closing the Gap 2-3/93;
1- 5.25 disk; user guide

Fontrix 4.5

006.68 F6 1983 A Data Transform
Apple 48k 95.00
utilities-graphics 9-adult

Graphics program that is: character generator; drawing board; color painting system; typesetting device; a means of combining words and graphics.

MSSD + + (9-12); ALSD + (Gallahar);
Family Comp 2/86 p.80 +; PC Mag 9/17/85 p.231-234 + +; PC Week 4/2/85 p75-81 +; PC Products 4/85 p107-109 +;Personal Comp 1/85 p194 + +;
2- 5.25 disks; user guide; various loose cards

Food service cluster

641.3 C21 1986 A Aquarius
Apple 128k 450.00
industrial arts-food service 9-adult

Part of the Vocational Survival Words series that teach students a vocabulary of technical terms. Lessons are designed to be used independently.
21- 5.25 disks; instructor's guide

Fossil hunter 4

560 F6 1990 A MECC
Apple 128k 59.00
science-natural history 3-6

Users search for common fossils and improve their science inquiry skills while attempting to identify fossils and the geological periods.

ConnSENSE +;
1- 5.25, 1-3.5 disks; teacher's guide

ConnSENSE: Provides a unique graphic and textual approach to teaching students more about fossils and the periods of history they came from. In addition, it strongly supports both critical thinking skills and use of the scientific inquiry method. As one member of a junior high class stated, "This makes learning science fun. You can really learn something while you play a game with your friends."

FrEDWriter

652.5 F8 1982 A (d) CUE SoftSwap
Apple 48k 10.00
word processors 4-adult

A word processor that is both easy to learn and to use. Public domain-may be copied.

Elect Learn 1/87 +; MicroSIFT 2/87 +; Comp Teach 2/86 +;
1- 5.25 disk

Fraction action 2.7

513.26 F3f A Unicorn
Apple 48k 39.95
mathematics-fractions 4-8

Multi-screen arcade action game covering addition, subtraction, multiplication, division or a variety of problems on three difficulty levels.

ChulaVistaHS/CA -- (Griest); FSDB + (Barrie/Slater); PortsmouthHS/NH # (O'Sullivan);
1- 5.25 disk; user guide; product catalog

ChulaVistaHS/CA: Cannot correct typing errors; my students need a pencil and paper to complete the problems; program seem superfluous. FSDB: Teacher will probably have to explain the directions as the language used can be confusing to the student. Using the joystick to make jumps can be frustrating to students with motor problems. Will take a full 30 minutes or longer to finish task but can terminate at any time.

Fraction fever 3.3

513 S69f 1983 A (d) Queue
Apple 48k 24.95
mathematics-fractions 3-16

Helps develop understanding of the relationship between numerical and visual representations of fractions.

PerkinsSB/MA - (Buckley); CarsonJHS/AZ ++ (Willis); IFRhodesHS/OH # (9-12);
1- 5.25 disk; user guide

PerkinsSB/MA: Program too difficult to understand - does not correct mistakes. CarsonJHS/AZ: Very motivating game format.

Fraction munchers 4.6

513.26 F72 1987 A MECC
Apple 128k 59.00
mathematics-fractions 3-adult

Four educational games challenge users to race their Fraction Munchers in search of equivalent, non-equivalent, proper, improper, reduced and other types of fractions while avoiding their fores, the Troggles.

LenaweeISDist/MI ++ (Ross); BerryhillEl/FL + (Rawls); NikkariEL/MI + (3-4); CO.NECBOCES ++ (6-8, 12); MarshallHSHIP/VA ++ (9-11);

Media & Methods + 5-6/89 p.70
1- 5.25 disk; teacher's guide

LenaweeISDist/MI: Loved this program! Fun, motivational, educational and not so fast!! BerryhillEl/FL: Too hard for my children (grades 4,5). NikkariEL/MI: This was pretty difficult for my 3rd and 4th graders, but I think it's a good program. CO.NECBOCES: The kids in all grades (6-8, 12) loved it and enjoyed the competition. MarshallHSHIP/VA: The level is right for our students (grade 9-11).

Fractions and decimals 4

513.2 H4ma 1987 A Optimum
Apple 48k 49.95
mathematics-fractions 3-adult

Designed to enhance deductive reasoning and build arithmetic skills. Includes hundreds of problems with thousands of possible number variables. There are 25 skill levels. Teachers can add new problems and track student progress.

MacDoelEl/CA + (6);
1- 5.25 disk; user guide

MacDoelEl/CA: Great program!

Friendly computer 4.3

004.16 F74 1986 A MECC
Apple 48k 59.00
computers-literacy preK-3

Five programs introduce users to the major parts of a computer system, especially the keyboard and how to use it. Involves game for practice.

VSDBH ++ (Singleton); NWSpEd/IL # (Klusmeyer); BerryhillEl/FL ++ (Rawls); MiltonEl/VT ++ (Nelson); Jenks/OK # (K-5); INSD ++ (1-5);

Only the Best; NEA +;
1- 5.25 disk; teacher's guide

NWSpEd/IL: Still does not actually have student practice keyboard skills. BerryhillEl/FL: I feel this is appropriate to the objectives of the program. The students loved this program. It was very self-motivating. They especially liked "Zebug"! I will purchase this. Fantastic. MiltonEl/VT: Great game approach! The students got so wrapped up in playing that it wasn't a chore to learn!

Picture making is great! INSD: One of the best keyboard programs I've seen. The children were motivated to succeed.

Fry readability program 5

428.4 F7f 1982 A (d) Jamestown
Apple 48k 45.00
utilities-readability analysis 1-12

Program determines the reading level of materials.

MT.MSDB ++ (Gillis); KDES ++ (French); PostFallsDist/ID ++ (Stoddard);
1- 5.25 disk; user guide

PostFallsDist/ID: Quick and accurate way to assess readability.

Fun from A to Z 4.1

421 F8 1985 A MECC
Apple 64k 59.00
early learning/preschool preK-K

Users discriminate among letters and match upper- and lower-case forms while helping a lost bird.

VSDBH + (Singleton); SAK/NM + (Klein); GrantEl/WI + (Furlano-Hennes); CantonHHP/OH # (Beggs); WolfvilleJHS/Can + (Blanche); Crane/AZ ++ (K-2); Riverside/IA ++ (preK); RoweEl/NV + (K-5); IditarodEl/AK + (K-2); WCECSU + (Kinder.)

Only the Best; High/Scope; 1988 Ed Soft Preview Guide;
1- 5.25 disk; teacher's guide

CantonHHP/OH: Kids (kindergarten) became bored too quickly. There is not enough flexibility in the ways you can use this. WolfvilleJHS/Can: Our students (grades preK-2) became bored with this program after a few days. Crane/AZ: Kids enjoyed it! Great reinforcement. Riverside/IA: My students (preK) were very motivated and loved the graphics. RoweEl/NV: This program reinforces our curriculum. IditarodEl/AK: Effective as reinforcement for those weak in letter/sound association or alphabetical sequencing (grades K-2).

Function pictures 3

616.9 W4f 1984 A Parrot
Apple 48k 69.95
English/language arts-basic skills 4-16

Designed for users with language and reading disorders. Program teaches the name and major function of 60 noun-pictures.

MT.MSDB -- (Gillis); ChulaVistaJHS/CA + (Moran); LafayetteEl/CA - (Lange); ALSD + (Gallahar); Underwood/NC + (Little); LakelandAEA/IA # (Wethor);
1- 5.25 disk; user guide; change sheet

ChulaVistaJHS/CA: Response time for answer was slow. Underwood/NC: My children enjoyed this software program.

Fundamental skills for general chemistry 4.6

540 F8 1984 A Queue
Apple 48k 124.95
science-chemistry 10-adult

Collection of 13 programs which provide drill and practice in the study of chemistry.

NTID ++ (Russell); KSSSD + (Balk); Dutchess-BOCES/NY ++ (Johnson); ClarkCoSchDist/NV ++ (Perez); LuzerneIU18/PA + (Omacht);

Only the Best; Crseware Rept Card +;
2- 5.25 disks: OK to network; user guide

DutchessBOCES/NY: We noticed a few errors/problems - For example, on the 1st disk, in the section on elements, one which required "chlorine" for the answer did not print "chlorine" in the space. It printed it in other places on the screen. ClarkCoSchDist/NV: It really helped me to help the H.I. LuzerneIU18/PA: Chemistry is a subject for only a limited number of our students. It wouldn't pay to purchase it. Excellent program for reinforcement of chemicals and elements.

G

Galaxy math facts games 3.7

372.73 G3 A (d) Queue
Apple 48k 174.00
mathematics-basic skills 2-9

Designed to capture imagination and competitive spirit of users in grades 2-8. Motivates users to quickly recall math facts they are supposed to know.

COSDB - (Fleharty) ; GallaudePREP + (Varthakavi); WaukeganHI/IL + (Pates); CarsonJHS/AZ ++ (Willis); BerryhillEl/FL # (3-4); NikkariEl/MI + (preK-1); AEA5 + (K-3);

Only the Best; Elect Learn 1/83 +; Soft Rept A;
8- 5.25 disks; user guide

BerryhillEl/FL: Kids didn't like it as much as I thought. It was reinforcing, but my kids (grades 3-4) did not seem motivated. Too fast even on the slowest speed! AEA5: The format using energy (light years, etc.) was too confusing for K-2 resource room kids. Timed drills were not good for all my students.

Gears: strategies in problem solving 4

153.43 D6g 1985 A Wings/Sunburst
Apple 48k 65.00
logic/problem solving 6-adult

Allows users to experiment with gears while learning the problem solving skills of prediction and analysis.

LJHS + (Vaughan);

Classrm Comp Learn 1986 award; Soft Rept A;
1- 5.25 disk; user guide

General media center terms 2.7

027.8 M3t 1982 A McNeil Assoc.
Apple 48k 89.95

library skills 4-8

Provides user with drill and practice on materials and services available in the media center. Includes test, objectives and lesson plans.

LJHS - (Vaughan); StRitaSD/OH # (Dinnesen); CO.NECBOCES # (K-6)

1- 5.25 disk; user guide

Geometric presupposer: points and lines 2

516 S3geo 1983 A Wings/Sunburst
Apple 64k 99.00
mathematics-geometry 6-adult

Provides foundation for geometry by introducing simple constructions that can be made using a straightedge and compass.

NYSD - (Spidal);

Only the Best; Classrm Comp Learn 2/87 Top Six;

1- 5.25, 1-3.5 disks; user guide

NYSD: Difficult to understand purpose/objectives of program.

Geometric supposer: circles 4

516 S3ge 1987 A Wings/Sunburst
Apple 64k 99.00
mathematics-geometry 9-adult

Designed to help students become conjecture-makers by allowing any construction of triangles desired by user.

MSSD + (9-12);

Only the Best 1989; Classrm Comp Learn 4/85 + & "Best of the Decade" 5-6/90;

1- 5.25, 1-3.5 disks; user guide

Geometric supposer: quadrilaterals 2

516 S3geom 1985 A Wings/Sunburst
Apple 64k 99.00
mathematics-geometry 8-adult

Lets users experiment with constructions on quadrilaterals and encourages them to conjecture on theorems.

NYSD - (Spidal);

Classrm Comp Learn 4/85 +, 2/87 Top Six & "Best of the Decade 5-6/90; Only the Best;

1- 5.25, 1-3.5 disks; user guide

Geometric supposer: triangles 4

516 S3g 1985 A Wings/Sunburst
Apple 64k 99.00
mathematics-geometry 9-adult

Designed to help students become conjecture-makers by allowing any construction of triangles desired by user.

MSSD + (9-12); NTID + (Russell)

Christian Sci Monitor 4/19/85 +; Soft Rept A-; Elect Learn 3/86 +; Classrm Comp Learn 4/85 +; Only the Best;

1- 5.25, 1- 3.5 disks; user guide

NTID: Almost too much fun just drawing! May need instructional objectives if to be used in a classroom. If used independently, excellent opportunities to explore.

Geometry 4

516 G4 1985 A JMH Software
Apple 64k 49.95
mathematics-geometry 7-12

Provides practice in working with the basic concepts relating to angles.

MSSD + (9-12); WPASD + (Karn)

1- 5.25 disk; user guide

Geometry

516.2 G7 1988 A Aquarius
Apple 48k 250.00
mathematics-geometry 8-10

Provides instruction on: solving problems involving perimeters and rectangular areas; recognizing right angles, triangles, circles, squares and rectangles; and more. Includes pre- and post-tests. Part of 8th-10th Grade Math series.

7- 5.25 disks; no guide

Geometry alive 2.5

516 D9f 1984 A Educational Act.
Apple 48k 59.95
mathematics-geometry 7-12

Fully interactive, heavily graphic tutorial. Each lesson contains internal reinforcements, mnemonic devices and final review quizzes.

MSSD # (9-12); WPASD - (Malmberg);MOSD -- (Zins); NYMONROEBOCES1 + (Reich);

Only the Best;

1- 5.25 disk; user guide

MOSD Inconsistency with math dept. instructional methods: we use the computer for reinforcement, drill, and review. We have found that the computer is usually a poor means for instruction. Student comments on Geometry Alive support our belief. Comments were unanimous: "boring, too slow, can't skip things you already know, little practice applying concepts, etc. NYMONROEBOCES1: This might be a good review tool for college but not good for instruction especially high school level.

Geoworld

551.21 G1 1986 A Tom Snyder
Apple 64k 79.95
science-earth science 5-12

Blends a database into a simulation for groups. Covers why natural resources are distributed as they are; interpretation of maps, meters, charts, and diagrams. Encourages critical thinking skills.

1- 5.25 disk; teacher guide and map

Gertrude's puzzles 3.8

511.3 P4g 1984 A (d) Learning Co.
Apple 48k 44.95
logic/problem solving 1-4

User analyzes complex logic puzzles using hand designed computer graphics. Sharpens abstract thinking and reasoning skills. Includes six games.

FSDB + (Darland/Garrett); WISD ++; Arey/IA # (Salinas); NoTrailsAEA/IA + (Garriott); Underwood/NC + (Little); LakelandAEA/IA ++ (Wethor); BerryhillEl/FL # (Rawls); Crane/AZ # (K-2); DCSHospSch/NC + (adult); KLC/MA # (2);

Soft Rept A; EPIE +;
1- 5.25 disk; user guide; product catalog

FSDB: The language level is very high. Reading is about the 5.0 level, however, with teacher help the students can play without reading as there are sample puzzles to view for each game. Interest level is very high and the students seem to be able to stay with the program for a long time. Documentation is very helpful for teachers. Arey/IA: My students were not motivated (elementary). NoTrailsAEA/IA: The language level for getting into the program is high. With help, the children (preK-1) enjoyed the challenge! Underwood/NC: Very enjoyable for my students. LakelandAEA/IA: It was fun. BerryhillEl/FL: High interest for children (grades 1-3). Hard to get into program. My kids can do it, but not independently. Crane/AZ: Too difficult a reading level for my group (grades K-2). DCSHospSch/NC: It is a great problem solving activity, however it does seem more appropriate for older children. KLC/MA: It was too difficult for my 2nd grader to use. She (gr. 2) needed close supervision and instruction even at the easiest level.

Get to the point 4

513.2 S3g 1985 A Wings/Sunburst
Apple 48k 65.00
mathematics-decimals/percents 5-9

Three games expose users to the concepts of order of decimals and help them with basic operations involving decimals.

WPASD + (Karn)

Soft Rept A-;
1- 5.25 disk; user guide

Getting the main idea 3.8

372.6 A7 1983 A Learning Well
Apple 48k 49.95
reading-comprehension skills 3-12

The objective is to identify the sentence that best states the main idea in a given paragraph.

MSSD + (9-12); CLEARYSD - (Veatch); PCBunnElem/OH - (Bukovinsky); ALSD ++ (Gallahar); WISD #; PortsmouthHS/NH # (O'Sullivan); LakelandAEA/IA # (Wethor); KLC/MA # (8); Miller/KS + (10);

Soft Rept B-; EPIE --;
1- 5.25 disk; teacher's guide

PortsmouthHS/NH: Grammatical error - "Rattlesnakes have rings ... that makes ... (should be make). Some of the language may be too ambiguous for hearing impaired students, i.e. "Cats come in a variety of colors". Kids seem to like the game and graphics, although many aren't familiar with the land marks. KLC/MA: Good tool for reinforcing comprehension skills- could have been more exciting. The graphics were dull. Miller/KS: The reading task is excellent; the informative paragraphs the students read are accurate and interesting. The game was not very motivational. My student (grade 10) said it was "fair". There were also not enough different paragraphs to read. I would have liked more of the same type of reading.

Ghost writer

808.04 B6 1985 A (d) MECC
Apple 64/128k 80 col. display (no II+) 89.00
word processors-grammar checker 6-adult

Examines text written with ten popular word processors, checking for difficulty, repetitiveness, and other problems. Helps develop editing skills.

Soft Rept A-; Comp Teach 11/86 +;
1- 5.25 disk; teacher's guide

Ghostbusters 4

794 C7g 1984 A (d) Activision
Apple 128k, joystick 39.95
educational games 7-adult

User must save the city by making it to top of the Temple of Zuul. This can only be accomplished after many ghosts have been caught.

SEMNSEC + (Nelson);
1- 5.25 disk; ref card; product catalog

SEMNSEC: Manual does not explain how to operate the program.

Giant world (French)

445 G4 1986 A Gessler
Apple 128k 34.95
foreign languages-French 9-adult

Adventure game to challenge users to employ their foreign language skills. Danger lurks behind every door as users search for antidote that will help them.
1- 5.25 disk; user guide

Giant world (Spanish) 2

465 G4 1986 A Gessler
Apple 128k 34.95
foreign languages-Spanish 9-adult

Adventure game to challenge users to employ their foreign language skills. Danger lurks behind every door as users search for antidote that will help them.

MarshallHSHIP/VA - (adult);
1- 5.25 disk; user guide

MarshallHSHIP/VA: The Spanish was too difficult for Spanish I students and we found the instructions incomplete and unclear. Because the instructions were so

vague, we found it difficult to understand how to execute the game in English, much less Spanish.

Glowy 4

513 G6 1987 A Hartley
Apple 48k 49.95
mathematics-addition/subtraction 3-6

Users practice addition and subtraction skills as they combine numbers in a sequence to reach the goal. Many combinations and actions lead to right answers.

INSD + (4-5);
1- 5.25 disk; user guide

INSD: It needed a lot of my time to explain the concepts to the students (grades 4-5), but they did enjoy the challenge. It took time for me to understand the program.

Goodell diamond caper

510 G1 1990 A Tom Snyder
Apple 64k 74.95
mathematics-basic skills 5-8

Alice Goodell is counting on the user to help her locate her million dollar diamond. The mystery unfolds as math problems are solved. Graphics draw users into places where they meet people needing help with math problems.

Classrm Com Learn Award of Excellence
1- 5.25 disk; quick start ref. teacher guide

Grammar examiner 4

425 G7 1984 A Compton's
Apple 48k 39.95
English/language arts-grammar 5-12

Begin as a cub reporter on Grammar Examiner Newspaper. If user learns to edit well he/she moves up in position until the editor-in-chief.

ConnSENSE +; HES - (May); FSDB + + (Barrie/Slater); WVSD + (Boley); WISD +; LouisaHS/VA + (Meadows); PiedmontReg/VA + + (Huskey); Waukegan/IL + (Degman); ORSSD - (Cruscial) + + (Bailey); IRS/IL + (Tangman); BerryhillEl/FL + (Rawls); KLC/MA + + (6, 8);

Soft Rept A; Only the Best; A+ 12/87 + +;
1- 5.25 disk; user guide; 2 product catalogs

WVSD: Vocabulary a little difficult. You can make your own games. User must have proofreading skills. It could be used for our own stories. Good for older deaf students. WaukeganHI/IL: It is very time consuming - if you had a large block of time set aside specifically for computer games than it would be OK - my time is too limited. FSDB: The reading level is set at an eighth grade reading level, but additional data disks can be created by the teacher to enable younger or lower level students to use this program. ORSSD: (Bailey) This program can enhance the objectives in our language dept. IRS/IL: Helped some; some paragraphs hard and tricky; need new paragraphs for higher levels; too many computer players; liked choices the best. BerryhillEl/FL: You can write your own games. Only my 3rd and 5th graders could do this. It is difficult for them to do with total independence. KLC/MA: It was an exciting game - high interest level, various tasks addressed - but the students need their teacher's assistance to play.

Grammar gazette 4

372.6 G82 1991 A MECC
Apple 128k 59.00
English/language arts-grammar 5-6

Contains four programs: Mad News (for reporters), Weird News (for editors), Pig Tales (for staff writers), and Cryptogrammar. Each is designed to develop users' grammar skills as they work on a true-to-life newspaper.

CASB + (adult); Miller/KS + (5);
1- 5.25, 1- 3.5 disks; teacher's guide

Grammar gremlins 4.2

425 G72 1986 A Davidson
Apple 48k 49.95
English/language arts-grammar 3-6

A comprehensive grammar program which contains the rules of grammar with examples and over 600 practice sentences for reinforcement.

HawaiiHI + + (Plantamura); PiedmontReg/VA + + (Huskey); STMARYSSD + (?); NWSpEd/IL + + (Klusmeyer); MagnoliaEl/CA + (Bryant); FSDB + (Hardin/Hesson); ASD + (McMahon); WaukeganHI/IL + (Yepsen); Crestline/OH + + (Petty); LakelandAEA/IA + + (Wethor); BerryhillEl/FL # (Rawls); Jenks/OK + (Pride); ConcordHS/CA + (9); SouersJHS/OH # (4-6);

Soft Rept B+; Elect Learn 3/87 B+;
1- 5.25 disk; user guide

HawaiiHI: Limited budget for my program, but would recommend it to another. NWSpEd/IL: Fun graphics - relatively straight language in sentences, occasional idioms, i.e. "an army of..". MagnoliaEl/CA: Not a very exciting program but good for extra practice grammar skills. Students need to have fairly high reading skills. FSDB: An easy to use editor permits a teacher to put in her own rules and multiple choice questions. Crestline/OH: Highly recommended for motivated students. Excellent contents! One of the best! Hard for my kids to operate. ConcordHS/CA: I'm not sure how well the game really reinforces structural understanding of English grammar, as guesswork prevails over understanding to a certain extent.

Grammar monsters 5

372.6 G83 1991 A MECC
Apple 128k 59.00
English/language arts-grammar 3-4

Contains a set of three interactive programs: Monster Munch, Monster Maker and Monster Madness. Gives third and fourth graders practice in selecting

words to complete a sentence, editing usage errors and identifying parts of speech.

LakeDrSchHI/NJ ++ (5); IditarodEl/AK ++ (7-8); INSD ++ (5);
1- 5.25, 1-3.5 disks; teacher's guide

LakeDrSchHI/NJ: Provides a lot of practice in different ways that held the students interest. They especially liked the stories they created in "Monster Madness". IditarodEl/AK: Graphics are excellent, the directions are clear and it is great for independent work. INSD: Although hard for most students, it has such good value and is challenging for the more advanced students.

Grammar study center

425 G1 1986 A — Teach Yourself
Apple 128k — 39.95
English/language arts-grammar — 7-12

Contains learning and game activities with over 400 drill and test questions related to a variety of English grammar topics. Includes proper word usage, verb tenses, helping verbs, syntax and more. Can be modified by the teacher.

Closing the Gap 2-3/93;
1- 5.25 disk; user guide

Grammar toy shop — 4.5

372.6 G8 1990 A — MECC
Apple 128k — 59.00
English/language arts-basic skills — 1-2

Users practice building complete sentences and identifying basic parts of speech in an interactive game format.

KLC/MA ++ (Wasserman); ConnSENSE +; LakeDrSchHI/NJ + (1); CO.NECBOCES ++ (2); BerryhillEL/FL ++ (3-4); NikkariEL/MI + (3-4); SEMNSEC + (5); Miller/KS ++ (3-5); GrJunc/CO + (9); HIPLakeview/KS + (2-3); BarbadosSDB ++ (Harding)
1- 5.25, 1- 3.5 disks; teacher's guide

KLC/MA: The skills and language were very appropriate for my students (grades 5, 7). They loved using the games independently. ConnSENSE: Students are excited by the positive reinforcement that this program gives them. They get immediate reinforcement for appropriate answers within each game, and overall reinforcement when their stories are printed out. The graphics are well done and hold the students' interest, and the concept of a toy shop simulation interests virtually all young children. LakeDrSchHI/NJ: Motivating. My low readers could handle this. BerryhillEL/FL: Very appropriate for 3rd, 4th and 5th grades. Great for preparation for CTBS testing. NikkariEL/MI: Our students liked this program. It is appropriate for 4th grade. 3rd graders needed some help. Miller/KS: The children really enjoy "Silly Toys" and the noun-verb agreement drill is good (gr. 3-5). GrJunc/CO: Although my students (grade 9) are at this language level, the interest level of this program was too low for them. It would be an excellent program for younger students. HIPLakeview/KS: The children (grades 2-3) were very interested in this. When they earned free time this is the program they chose to use. BarbadosSDB: It's good at helping students to compose stories. An excellent tool for teaching language and grammatical structure. (Not used with students)

Grand prix — 3.9

513 W5 1981 A — (d) — Queue
Apple 48k — 49.50
mathematics-basic skills — 2-9

Provides drill and practice with specific math concepts. Involves race around a track. Correct answers are necessary to win race.

MT.MSDB + (Gillis); OKSD + (Martin); WaukeganHI/IL + (Hazlett/Pates); DouglasTilden/CA # (McGrath); Underwood/NC ++ (Cody); LakelandAEA/IA ++ (Wethor); GrJunc/CO + (Dean); NikkariEl/MI # (preK-1); KLC/MA + (1,6,8); DCSHospSch/NC # (2); SEMNSEC + (2-4);
Only the Best; Bklist 6/1/83 +;
1- 5.25 disk; user guide

WaukeganHI/IL: The students really enjoyed the program. It was great for facts practice. DouglasTilden/CA: Too complicated and "busy" for math drills for a young audience. Maybe high schoolers would enjoy it more. Underwood/NC: Highly motivational; my kids (grades 3-5) loved it. GrJunc/CO: My students (grades 4-12) enjoyed racing around the track. Good math drills. KLC/MA: My students (gr. 1,6,8) loved it. I liked that it had many levels. Graphics were good but it could be a little clearer. DCSHospSch/NC: This program moves a little slow; perhaps if there is an updated version it would be better. The concept is great for elementary children.

Graphing

511.5 G2 1988 A — Aquarius
Apple 48k — 75.00
mathematics-coordinate systems — 5-9

Provides users with instruction on the purposes, construction, and interpretations of graphs. The computer enables users to conceptualize the math involved. Includes reproducible skill pages.
2- 5.25 disks; teacher's guide

Graphing linear functions — 4

512.9 B4g 1984 A — Queue
Apple 48k — 29.95
mathematics-algebra — 8-12

Gives practice in graphing linear functions on a Cartesian Coordinate system.

MT.MSDB + (Gillis); WASSD + (Whitney);
1- 5.25 disk; user guide

Graphs and scale drawings

511.5 G3 1988 A — Aquarius
Apple 48k — 115.00

mathematics-coordinate systems 8-10

Provides instruction on: solving problems using information from graphs; solving problems related to scale drawings; and solving problems using information obtained from tables and charts. Includes pre- and post-tests. Part of 8th-10th Grade Math series.
3- 5.25 disks

Great American cross country road race

794 D4g 1985 A (d) Activision
Apple 64k, joystick 39.95
social studies-geography 7-adult

User must drive through 25 US cities in a simulated road rallye. Requires joystick.
1- 5.25 disk; user guide

Great space race 3

153.43 B7g 1989 A Hartley
Apple 64k 59.95
logic/problem solving 4-adult

Users practice their problem solving abilities by making assumptions, using a model, gathering information and interpreting data.

Covington/VA # (Fey);
1- 5.25 disk; user guide

Covington/VA: Did not hold students' interest (grades 2-7); I felt it did not address the desired skills (as described in the manual) in an interesting way for these students. (Would not recommend for purchase.)

Green jay arithmetic 3

513 G7a 1986 A (d) QED
Apple 48k 78.00
mathematics-basic skills K-4

Problem solving is the primary method used to introduce, maintain, and extended basic arithmetic skills.

LJHS + (Vaughan); Crestline/OH # (Petty); CantonHHP/OH - (Beggs);
2- 5.25 disks; user guide; assorted papers

Crestline/OH: Easy program for age limit, but enjoyed it. Slow response time. Seemed difficult to move cursor. CantonHHP/OH: Kids (3rd grade) did not enjoy it and became easily bored.

Grid designer 4

006.68 G7 1986 A (d) Power Up
Apple 64k 39.95
utilities 9-adult

Utility for generating any kind of grid paper.

WISD +; NWNazareneC/ID + (Drahn);
1- 5.25 disk; user guide

NWNazareneC/ID: Directory should be provided to show the ratios of grids. You shouldn't have to print one to find out what it will look like. A useful tool for organizing data on paper..

Guessing and thinking 4

510 G8 1983 A (d) MECC
Apple 48k 60.00
mathematics-logic/problem solving 2-6

Three educational games that give practice in discovering the optimal strategies for finding a number and reinforcing the concepts of place and value.

STMARYSSD + (Brady); ElmCreekLib/KS # (Robinson); CLEARYSD + (Veatch); MultiDistHI/MO + (Derks); TaftMS/OK ++ (Andruss); WaukeganHI/IL + (Yepsen); CREC/CT + (Loop); Underwood/NC + (Cody);
1- 5.25 disk; user guide.

TaftMS/OK: Directions won't be clear to the target population. It would be better to teach students how to do each section before hand. WaukeganHI/IL: The manual was excellent! Underwood/NC: Offers chance for good practice.

Guided reading program (L) 4

372.41 G1 1990 A I/CT
Apple 64k 160.00
reading-comprehension skills 1-12

Designed to develop fluency and efficiency in the most basic reading processes resulting in ease and comfort, adequate reading rates and improved comprehension. High-interest reading selections involving a variety of topics.

ClementsJHS/VA + (6-9);
4- 5.25 disks; teacher's guide

Gulp! and Frenzy 3.6

513 G8 1984 A Milliken
Apple 48k 34.95
mathematics-basic skills 2-6

Gulp!! - User answers 20 basic fact problems as a little fish is chased by a big fish. Frenzy - substitute alligator for fish.

HES + (May); COSDB + (Fleharty); COSDB # (Fleharty); CLEARYSD # (Veatch); WilcoxEl/HI ++ (Smalling); WISD +; SpecNeedsLib/MD + (Kaplan); KLC/MA - (2);

EPIE +; *Soft Rept B* +;
1- 5.25 disk; user guide; catalog; coloring sheets and stickers

CLEARYSD: Good for drill in certain arithmetical functions but there is no flexibility in the program. For example, addition is shown only in one form (3+ ? = 6). SpecNeedsLib/MD: Patrons were often frustrated about answering correctly before they were eaten up by the shark/alligator. I would have liked to be able to slow down the speed. KLC/MA: As an adult, I had difficulty with the slow/easy speed in both games. I cannot imagine a child playing this/these game(s) without becoming frustrated.

H

Halley project: a mission in our solar system 2.7

523.2 K5h 1985 A (d) Mindscape
Apple 64k 49.95
science-astronomy 5-12

Simulation of planetary orbits, eclipses, constellations and Halley's comet. In order to navigate through space successfully, user must learn various facts.

WesthillHS/NY - (Ruf/DiBenedetto); LakelandAEA/IA + (Wethor); EscanabaHS/MI - (Miller);

Only the Best; Classrm Comp Learn 2/87 + +;
1- 5.25 disk; audio cass.; user guide; teacher's guide; ref card

WesthillHS/NY: Language level too high. EscanabaHS/MI: It was too difficult for my students to use.

Handling money 3.3

513.2 H36 1987 A Aquarius
Apple 48k 75.00
mathematics-currency 3-12

Teaches counting change correctly both by tutorial and a drill and practice approach. All ages can use to learn correct change handling.

WPASD # (Karn); PortsmouthHS/NH + + (O'Sullivan); Matheny/NJ -;
2- 5.25 disks; user guide

WPASD: The drill section of the program is fine but the explanation of how to make change is at best, fair.

Hearing problems/public law 94-142 3

371.14 U5c 1983 A (d) CEEDE
Apple 48k 90.00
teacher training 13-adult

Designed to give regular education teachers and other personnel the knowledge and skills necessary to deal effectively with handicapped children.

NTID - (Russell); MultiDistHI/MO - (Derks); NWNazareneC/ID + + (Drahn); WalnutAH/CA - (Wisser); PiedmontReg/VA + (Huskey);
2- 5.25 disk; 2 user guides; instructor's manual

NWNazareneC/ID: Appropriate for pre-professional training program in speech pathology/audiology. WalnutAH/CA: Computer not best vehicle for this content and target population. PiedmontReg/VA: I might recommend purchase of this program for use in place of teacher in-service.

Heart and exercise 2

613.7 H4 1983 A (d) Project REACT
Apple 48k 30.00
health-physical education 7-9

Demonstrates skills and proficiencies in cardiovascular fitness related activities and should help user develop awareness of role of the heart.

NYSD (Spidal);
2- 5.25 disks; user guide

Heat energy 3.7

693 H4 1985 A WKBradford
Apple 48k 60.00
science-physics 11-15

Allows user to design and construct simulated shelters and then test for temperature, comfort and strength.

MSSD + (9-12); NYSD + (Spidal); COSDB # (Vaura);

Only the Best;
1- 5.25 disk; user guide

COSDB: A lot of reading for a program that is short with actual "hands on". There were parts that use some good problem solving skills.

Heroes and villains 3

006.6 H4 1984 A Baudville
Apple 48k 29.95
utilities-graphics 4-14

For use as a supplement to the "Take 1" program. Contains complete set of fully developed actors and actions. (AKA Zany Zingers)

MT.MSDB # (Gillis);
1- 5.25 disk; user guide

MT.MSDB: I came very close to rejecting this program. I recommend the program for the following: (1) good project for computer literacy class and/or (2) gifted students.

Hinky pinky 3.3

428 L3h 1985 A Mindscape
Apple 48k 49.95
reading-vocabulary 4-12

Users are presented with intriguing definitions, then must determine appropriate pairs of rhyming words to match. Three levels of difficulty.

PoplarBluff/MO - (Rice); MiltonEl/VT + + (Robie); BerryhillEl/FL # (4-5);

Bklst 2/1/86 +; Only the Best; Ed Tech 5/86 +; Elect Learn 11/12/84 +; Soft Rept A; Parents' Choice Sp/86;
1- 5.25 disk; user guide

PoplarBluff/MO: Too difficult for hearing impaired (high school). MiltonEl/VT: I think that the lowest level may still be too high for the average or below average seven year old. BerryhillEl/FL: Too difficult for hearing impaired children. My 5th grader got frustrated!

History makers

973.099 H 1992 A MECC
Apple 128k 59.00
social studies-organizing info 3-6

Consists of a data base of biographical information on 250 native-, African-, Hispanic-, and Asian-Americans who have made significant contributions to American history as well as a game which makes the students put these figures into historical context.
1- 5.25, 1-3.5 disks; teacher's guide

HomeWord 3.3

652.5 H6 1983 A (d) Sierra On-Line
Apple 48k 69.95
word processors 4-16

Word processor controlled by choosing small pictures which represent choices of writing, editing and printing. Easy to use.

CLEARYSD + (Veatch); PostFallsDist/ID # (Stoddard); NWSpEd/IL

Alberta -; Classrm Comp Learn 4/84 +; J of Read 10/84 +; Sch Lib J 12/84 +;
1- 5.25 disk; audio cassette; transcript of cass.; ref card; user guide; disk care checklist

NWSpEd/IL: Need a lot of time for 4th and 5th graders to practice/rehearse before putting to use.

Homework helper writing 4

808.04 H6 1985 A Queue
Apple 64k 49.95
English/language arts-writing 7-12

User develops good writing habits as he or she follows a step by step approach to writing book reports and essays.

STMARYSSD + (Gonzalez);
3- 5.25 disks; user guide; product catalog

Homonyms 4.1

372.6 H6 1985 A Hartley
Apple 48k 49.95
English/language arts-basic skills 2-10

21 lessons. Begins with simple first level words (see/sea) and moves up to more difficult ones (suite/sweet).

CLEARYSD # (Veatch); Mason/OH + (Jaggers); MayoHS/MN ++ (Winters); PostFallsDist/ID + (Stoddard); Arey/IA ++ (Salinas); Crestline/OH ++ (Petty); Underwood/NC ++ (Cody); KLC/MA - (Wasserman); NikkariEl/MI + (4); Miller/KS + (4); CousinoHS/MI ++ (10); JeffersonEl/MI

Soft Rept B+; EPIE -;
1- 5.25 disk; user guide

Arey/IA: My students (primary) found the feedback to be particularly motivational. Crestline/OH: Right on target (2nd grade)! Underwood/NC: My students found this program interesting and motivational. Positive reinforcements were good. KLC/MA: This was boring for my students (grades 5, 7). Too repetitive. Use of vocabulary was appropriate for the reading level of my students. CousinoHS/MI: I love it. My higher and lower kids loved it as well. We plan to buy it!

How can I find it if I don't know what I am looking for? 3

025.56 L3h 1985 A (d) Wings/Sunburst
Apple 48k 65.00
library skills 4-9

Presents questions that lead the student through a series of branching operations to explore many different reference books.

LJHS + (Vaughan); Underwood/NC + (Underwood); MarshallHSHIP/VA -- (10-11);

Only the Best; Comp Teach 11/86 +;
1- 5.25 disk; user guide

Underwood/NC: A little too hard for my students (grades 3-5), but a good tool for higher functioning students. MarshallHSHIP/VA: This program was presented in a very unimaginative way with little opportunity for practice of skills.

How to do research 2.8

001.4 H6 1985 A Queue
Apple 48k 24.95
library skills 5-12

Interactive tutorial on research methods. Covers notes, outlines, Reader's Guide, bibliographies, card catalogs; data bases.

MSSD - (9-12); LJHS # (Vaughan); StRitaSD/OH - (Dinnesen); LuzerneIU18/PA ++ (Omacht); LouisaHS/VA # (Meadows); WesthillHS/NY - (DiBenedetto)
1- 5.25 disk; user guide; product catalog

LuzerneIU18/PA: Great help as supplement to learning the research paper. LouisaHS/VA: Not motivating. WesthillHS/NY: Language level too difficult. Tedious presentation of concepts.

Human body: an overview 3.7

611 H8 1984 A BrainBank
Apple 16k 89.00
science-anatomy/physiology 4-10

Users will learn the identities of six major systems of the body, the major jobs of each system, and some of the body parts of each system.

CLEARYSD - (Veatch); KSSSD # (Balk); PS156/NY -; ALSD ++ (Gallahar); EastHS/OH + (Jaggers); LouisaHS/VA + (Meadows); Arey/IA + (Salinas); Robarts/Can + (Rob); KLC/MA ++ (Wasserman); Edison/MI (4-5);

Only the Best; InfoWorld 2/1/82 +; Classrm Comp Learn 1/84 +; Media Rev 1/83 +; Soft Rept B+; Crseware Rept Card 4/83 +; Ed Tech 8/82 -;
1- 5.25 disk; user guide; booklet

PS156/NY: Too difficult for population. ALSD: We've just ordered it! We feel it is the best we've used! EastHS/OH: Very good program - I'd love to have my own copy! Arey/IA: Not for younger than upper elementary. Robarts/Can: Some of the vocabulary used in identifying the part of the body should be modified (i.e. voicebox as an important part of the respiratory system). KLC/MA: I loved the movement of the graphics. They were excellent. Lessons were thorough. Some of the vocabulary was difficult. I would like it if the vocabulary could be on an easier level (grades 5, 7).

Human pump 3.5

616.1 K8h 1986 A (d) Wings/Sunburst
Apple 64k 65.00
science-anatomy/physiology 5-12

Provides three activities to strength user's understanding of heart's anatomy, function and risk factors.

LJHS + (Vaughan); ASD # (Kenausis);
1- 5.25 disk; user guide

ASD: Limited use due to reading level.

I

I can write (use w/ Magic Slate) 4

808.042 I3 1986 A Wings/Sunburst
Apple 64k 59.00
English/language arts-writing 2

Consists of 25 lessons ranging from open-ended explorations of personal identity to more formal language objectives. Must be used with Magic Slate.

CLEARYSD + (Veatch)
Soft Rept A-; Only the Best 1989;
1- 5.25 disk; user guide

CLEARYSD: This in not a program to teach writing. It teaches how to use Magic Slate. Similar to Be a Writer, but on a lower level.

IEP generator 3

371.2 I3 1984 A EBSCO
Apple 48k 79.95
utilities-lesson planning adult

Designed to save and print teacher-generated goals and objectives for use in the preparation of IEPs.

Oakdale/OH + (adult); KSU.SPED + (adult); NWNazareneC/ID - (adult); NikkariEl/MI - (adult); CentreCon/Can # (adult); Miller/KS # (adult);
1- 5.25 disk; user guide

Oakdale/OH: Could be a valuable aid in writing IEPs. KSU.SPED: Helpful for writing IEP objectives. CentreCon/Can: This does not fit the format for my school. Miller/KS: I have another program I like better.

Idea invasion 3.2

372.6 I3 1984 A DLM
Apple 48k 46.00
English/language arts-basic skills K-12

A friendly octopus with a magic ring helps user get the right answers. The sample game included gives practice in identifying parts of speech.

LakelandAEA/IA - (Wethor); BerryhillEl/FL + (Rawls); KLC/MA + (6,8); Miller/KS - (5); BarbadosSDB + (Harding);
Closing the Gap 2-3/88 +;
1- 5.25 disk; user guide

BerryhillEl/FL: It is something you can put your own subjects into. I like anything that allows you to write your own program. I have also enjoyed DLM's other programs. KLC/MA: The students enjoyed this program very much however, I would have liked more games that a ldressed other parts of speech. Miller/KS: Even when I slowed the program as much as possible, it was still much too fast! BarbadosSDB: Easy to follow. Provides fun while learning at the same time (not used with students).

Idioms in America 4.7

415 E8i 1986 A Communication Skill
Apple 64k 39.95
English/language arts-idioms 6-adult

Includes 40 two word idioms. Users learn the idioms and their definitions, read them in sentences and then use them in their own original sentences.

KLC/MA + + (Wasserman); EscanabaHS/MI + + (Miller); HIPLakeview/KS + (1-3): OHSD - (11); MarshallHSHIP/VA + + (9-12);
Soft Rept C; Closing the Gap 2-3/88 +;
1- 5.25 disk; user guide

KLC/MA: Very complete use of idioms. Quizzes were a nice added reinforcement (grades 4,6). EscanabaHS/MI: This is not a program I would use every day all year-only a few times. HIPLakeview/KS: Appropriate for our class. Encourages additional classroom discussion. We enjoyed the worksheets for reinforcement off of computers. MarshallHSHIP/VA: The workbook is great!

Incredible laboratory: strategies in problem solv. 3

153.43 I5 1984 A Wings/Sunburst
Apple 64k 65.00
logic/problem solving 3-12

Helps user employ trial and error and other strategies as tools in problem solving. Enables user to practice note taking.

STMARYSSD - (Russell); BrennenEl/SC + (Dick); CarsonJHS/AZ + (Willis); KLC/MA - (Wasserman);
Instructor 4/85 p89; Classrm Comp Learn 4-5/84 +; EPIE; Soft Rept B;
1- 5.25 disk; teacher's guide

BrennenEl/SC: Would be beneficial in trying to develop skills for scientific thinking/processes required in discovery of information. KLC/MA: The disk really didn't have appropriate activities and objectives for my students (grades 5, 7). The graphics were excellent but the objectives were vague. This program has potential to be useful if there more challenging activities were presented.

Individual study center 2

371.39 I5 A Teach Yourself
Apple 48k 69.95
utilities-drill/test generators 1-16

A supplemental program for dealing with material adaptable to drill format.

COSDB - (Fleharty);
Sch Micro Rev W/82 -; Ed Tech 2/83 +; Soft Rept B+;
1- 5.25 disk; user guide; product catalog

Information connection 3.5
004 I5 1985 A (d) Grolier
Apple 48k 59.95
computers-literacy 5-12
Easy to use tutorial for learning about telecommunications and online searching.
ConnSENSE +; CLEARYSD - (Veatch)
Ed Tech 2/86 +; 3-2-1 Contact 9/86 +; Sch Lib Med Quart Sp 86 +; Soft Rept A
1- 5.25 disk; teacher's guide; user guide

Inside 2.3
640 I5 1983 A Queue
Apple 48k 34.95
reading-vocabulary preK-6
Lessons relate to the child's everyday experiences and are designed to introduce the language associated with familiar objects and activities. Disk is used in conjunction with accompanying book.
CLEARYSD - (Veatch); LehighVES/PA - (Friedrich); Chadbourn/NC - (Turner); SanDiegoK-12/CA -- (Lange) DanWPeterson/UT # (Martensen); WilcoxEl/HI # (Cox-Smalling); Underwood/NC + (Little); NoTrailsAEA/IA # (Garriott); LakelandAEA/IA -- (Wethor);
CA Lib Media Consort 1985;
1- 5.25 disk; user guide; several punch-out cards; student book
LehighVES/PA: Not appropriate for preschool - most of program involves reading. Also some very poor examples. Task requires selecting object found in a basket - correct response is basket ?! Chadbourn/NC: This program is not appropriate for pre-school non-readers - the response time should be a choice for the user according to reading ability several words were confusing. e.g. in a basket = basket, kennel instead of doghouse for younger ones with a limited vocabulary - the problems were too simple for elementary age. Improvement could be made by using other items found in each (bathroom bedroom kitchen closet) instead of the same picture repeated - this could be used as another level to be chosen for more advanced users. SanDiegoK-12/CA: Boring - no motivation. Repetitive - no creativity. WilcoxEl/HI: Too structured, limiting. Too hard for younger, non reading students and too easy for those who read. Underwood/NC: I like all the software in the Language Development Series. Good for slow readers, but became too easy after a little use of the program. NoTrailsAEA/IA: This program was not well accepted by my students (grades K-2). I would rather spend the money on a more acceptable program. The pulsing arrow and response time is very confusing - it's too hard for the non-readers, too repetitive for the older kids.

Instant survey
519.52 I5 1989 A MECC
Apple 128k 59.00
science-scientific methods 7-12
A powerful utility that allows the user to create surveys that can be given either by using the traditional method or interactively.
Only the Best; Media & Methods May/June 1990 + +;
1- 5.25 disk; teacher's guide

Instant survey sampler
001.4 I5 1990 A MECC
Apple 128k 59.00
science-scientific methods 3-6
Users collect survey data, then edit and print a variety of pre-written, cross-curriculum surveys. For use with Instant Survey program.
1- 5.25, 1-3.5 disks; teacher's guide

Integers 4
513 I5 1985 A JMH Software
Apple 48k 49.95
mathematics-number theory 7-adult
Provides instruction about positive and negative integers then gives problems for user to solve.
MSSD + (9-12); MT.MSDB + (Schwabe);
2- 5.25 disks; user guide

Intellectual pursuits 3
418 P3i 1985 A Hartley
Apple 48k 49.95
English/language arts-literature 11-16
Fifty important works of English and American literature are featured in a "College Bowl" game format. Users are tested on their knowledge of these works.
PostFallsDist/ID # (Stoddard);
1- 5.25 disk; user guide

Interpreting graphs 4
511.5 D8i 1986 A Wings/Sunburst
Apple 64k 65.00
mathematics-coordinate systems 7-12
Consists of two programs: first familiarizes students with the graph as a functional relationship; second is an interactive game challenging users.
NYSD + (Spidal);
Classrm Comp Learn - Best of Year;
1- 5.25 disk; user guide

Invisible bugs
575.1 I5 1989 A MECC
Apple 128k 59.00
science-biology 3-6
Gives students an opportunity to put Mendel's genetic discoveries into practice. They design experiments by selecting beetles and observing their offspring. Heredity, natural selection, genes, and other principles are covered.
Only the Best; Sci and Children 10/90 +; Media & Methods May/June 1990 + +;
1- 5.25 disk; teacher's guide

J

Jack and the beanstalk 4.2

794.82 J3 1984 A Queue
Apple 64k 39.95
logic/problem solving 1-12

Interactive adventure game based on famous tale. User takes role of Jack and sets out on a quest. Decision making skills improve as user makes choices.

COSDB + (Fleharty); AZSDB + (Upton/Loveday); MOSD + (Davis); LafayetteEl/CA + (Lange); WCentral/OH + (Seabold); LakeDrSchHI/NJ ++ (Cheskin); Underwood/NC ++ (Little); NoTrailsAEA/IA + (Garriott); RobbinsEl/WI ++ (Vanbinsbergen); LakelandAEA/IA ++ (Wethor); NoTrailsAEA/IA + (Anliker); Jenks/OK + (Pride); MansonEl/IA # (5); MiltonEl/VT + (3-4); SEMNSEC - (2-3); KLC/MA + (2); RoweEl/NV ++ (K-1); Miller/KS + + (11); NikkariEl/MI + (3-4);

High/Scope +; Soft Rept B;
1- 5.25 disk; user guide

AZSDB: Really an interesting program - adventure format increases thinking skills and develops strategies - slow loading between scenes. Good program for overall problem solving, reading and comprehension. LafayetteEl/CA: Doesn't really guide you to the exact story line of Jack and the Beanstalk. LakeDrSchHI/NJ: The only negative is the slow loading between scenes. Other than that it offers practice in a wide range of skills in an interesting format. Makes the user feel he is controlling the action. Underwood/NC: My little girls loved this program (grades 3-5). Wonderful graphics. High interest level. NoTrailsAEA/IA: The children loved this! (K-3) They had trouble figuring it out, but would not give up! They hate to send it back! RobbinsEl/WI: It was good while it lasted but once the adventure was finished, students lost interest. We had a problem with breaks in the middle of the program causing the user to have to start over possibly caused by random touching of keys while scenes were changing. NoTrailsAEA/IA: It would be good to buy but once they learn the way, it becomes more a game than problem solving. My children (grades-4) enjoyed this program very much. SEMNSEC: The kids got bored and frustrated when they had to retrace. KLC/MA: It reinforces vocabulary and language skills. Nice graphics. Difficult program for students to use independently. It took a long time to load. RoweEl/NV: The students (K-1) loved this program! They were anxious to use it daily. Because of the low reading levels of some of the students and because all of them wanted to use this program, we made direction cards for the non-readers to follow. We had trouble saving our work so the students had to begin anew each time. Miller/KS: My 18 year old deaf student thoroughly enjoyed the program and did all the reading necessary to reach the conclusion of the story. The program does offer the option of saving the "adventure". My student (grade 11) worked straight through the program and it took two hours to complete. This is a lot of time, but it was a lot of interactive reading to do.

Jack and the beanstalk (Reading Magic Library) 5

398.24 S5j 1989 A Tom Snyder
Apple 64k 44.95
early learning/preschool-reading preK-1

A retelling of the classic fairytale. Child can choose what Jack will do next. Choices are presented graphically with pictures, letters and words.

Miller/KS ++ (K-3);

Only the Best;
1- 5.25 disk; user guide

Miller/KS: The child is able to make choices as he reads and interacts with the story. My 2nd grader student was reluctant reader. This might work better for someone who reads a little better

Jenny's journeys 4

912 J4 1984 A MECC
Apple 64k 59.00
social studies-map/globe 4-6

Driving an automobile to some given location in Lake City provides users with a realistic challenge of successfully reading and using maps.

ALSD + (Gallahar); BerryhillEl/FL # (Rawls); KLC/MA ++ (6, 8);

1988 Ed Soft Preview Guide +; Tech in the Curr 1986 +;
1- 5.25 disk; teacher's guide

ALSD: You must use maps in manual to understand what direction you need to go. BerryhillEl/FL: Very difficult for my 5th graders. KLC/MA: Excellent for following directions, map reading and reading comprehension. The levels of difficult were varied which was great. The language was very appropriate for my students (gr. 6, 8).

Juggles' rainbow (school version) 3.5

794.82 J83 1984 A c2 (d) Learning Co.
Apple 48k 60.00
early learning/preschool preK-1

With this program you can use a computer before you can read. Helps explore concepts and provides reader readiness activities.

FDLRS +; MTMSDB # (Schwabe); OKSD + + (Martin); LeghighVES/PA + (Friedrich); LincHSDist564/MN ++ (Soine); ASD - (Tabert); Chadbourn/NC ++ MBaldwinC/VA + (McCrory); FSDB + (Waterman/Schuler); SAK/NM + (Klein); Underwood/NC + (Little); Arey/IA # (Salinas); RobbinsEl/WI # (VanBinsbergen); GrJunc/CO # (Dean); BOCES1/NY - (Karpinski); NikkariEl/MI -- (K-4);

EPIE ++; Comp Teach 5/83 -; Curr Rev 12/82 +; MicroSIFT 2/83 +; NEA +; CA Lib Media Consort '82 +; Soft Rept A; High/Scope +;
1- 5.25 disk; ref card; user guide

ASD: Confusing - "above" could also be interpreted as "on". Chadbourn/NC: Overall, this program was very beneficial and was adapted for other lessons - using "same", and color recognition. MBaldwinC/VA: Instructional goal B is limited to a few positioned concepts (left, right, above, (below). FSDB: Once the child understands the directions, they will only need to be able to recognize the words left, right, above and below. The blue strip that is supposed to lay across and divide the keyboard moves easily and can cause confusion for the child. Be sure to check that this strip is positioned correctly. SAK/NM: Concepts are not clear due to graphics, i.e. "on" could also be "in". Underwood/NC: Was good for my low-level readers (grades 3-5). Good for teaching a few basic concepts, but limited. Arey/IA: (Recommend for purchase) no, because my students were not very motivated and the concept development was not clear with graphics. RobbinsEl/WI: Too limited, not much variety. (First graders) became bored quickly. It is limited to only four concepts and is not challenging enough. GrJunc/CO: I'd rather use physical activities with manipulatives to teach these concepts. BOCES1/NY: Not a priority (grade 2). NikkariEl/MI: No interest, no excitement, no clear concepts. Boring.

Junior typer — 4.6

652.3 J8 1988 A — Aquarius
Apple 48k — 45.00
business-typing — 2-6

Teaches touch typing skills with aid of graphics that show correct fingering for each letter. Has management system.

LJHS + + (Vaughan); PiedmontReg/VA + + (Huskey); Underwood/NC + (Little); DeerLodgeEl/MT + + (Smith); BerryhillEl/FL + + (Rawls); CREC/CT + (3-8); CousinoHS/MI + + (9); CO.NECBOCES + (11-12); ALSD + (9-12); EMichU + (adult); Jenks/OK + + (K-5); JeffersonEl/MI + + (2-5);

High/Scope #;
2- 5.25 disks; user guide; wall chart

LJHS: An excellent program for teaching keyboarding skills to younger students. Activities in the program and in the manual are motivating and highly effective. Underwood/NC: Excellent teacher of finger-positioning for typing skills. BerryhillEl/FL: It was interesting. Most keyboarding programs are not motivating enough. CREC/CT: Our kids (gr. 3-8) loved using this keyboarding technique. I did find that an adult needed to supervise until the hand placement was practiced several times. CousinoHS/MI: We really loved it for our lower level high school kids. EMichU: This program shows user exactly which finger should type a specific key. Graphics and animation are good for reinforcement. It does not allow the use of delete and when user mistypes in the later lessons, user is not told which key was wrong. Jenks/OK: Easy reinforcement of keyboarding. It is also fun. JeffersonEl/MI: I have purchased this for my school. We have been looking for a program for keyboarding. This is excellent for early elementary.

K

Kalamazoo teacher's record book

371.27 G6k 1983 A — Hartley
Apple 48k — 69.95
utilities-grades/recordkeeping — adult

Versatile and easy to use program for keeping student scores, computing averages and printing reports.

Soft Rept A;
2- 5.25 disks; user guide

Keyboard cadet — 4.5

652.3 F6 1985 A — Mindscape
Apple 64k — 29.95
business-typing — 2-12

Lessons 1-12 introduce new keys and reinforce already taught keys. Moves on to combinations, then words. 13-15 present lessons on words and sentences.

StaffordEl/NJ + (Gibbons); WaukeganHI/IL + (Yepsen); Arey/IA + + (Salinas/Schledewitz); Riverside/IA + + (Schledewitz);

MicroSIFT 9/86 +; Soft Rept 1987 +;
1- 5.25 disk; user guide; teacher's manual

WaukeganHI/IL: Keyboard is slightly difficult to read because of color overlays. Arey/IA: Excellent use of feedback for learning the computer. Riverside/IA: Teaches the keyboard with excellent graphics and feedback. My student (grade 3) was highly motivated to learn the keyboard through this program. There was even carry-over of the skills learned.

Keyboarding for individual achievement — 4.3

652 H4k 1985 A — Teachers' Institute
Apple 48k — 49.95
computers-literacy — 1-12

An alphabetical approach to computer keyboarding incorporating the most effective teaching techniques gained from 30 years of typing instruction.

LJHS + (Vaughan); PortsmouthHS/NH # (Paul); WaukeganHI/IL + + (Pates); CO.NECBOCES + + (11-adult);
1- 5.25 disk; user guide

McFadden/TN: Is a little difficult for some children in elementary level. PortsmouthHS/NH: I was so frustrated trying to program my own sentences - many programs are cumbersome in the process.

Keys to responsible driving — 3.6

629.28 L4k 1984 A — Mindscape
Apple 48k — 111.95
driver education — 9-12

Prepares users for written driving test. Cast entirely in the interrogatory mode; all learning is achieved

through asking multiple choice questions. Each question, whether answered correctly or not, has an explanation with the answer.

MSSD + (9-12); SAK/NM # (Klein); EscanabaHS/MI + (Miller); Matheny/NJ +; AEA5 + (7); MarshallHSHIP/VA # (9-12); Ed ResCtr/WY ++ (11); MOSD - (10);

Soft Rept A;

2- 5.25 disks; user guide; teacher's guide

SAK/NM: My high school enjoyed this. Good for attending to task, also interest level is high (11th grade). EscanabaHS/MI: Our students felt it gave them enough practice and confidence for the real driver's test. AEA5: Too difficult. Reading level too high for the 15 year old who used it. It would be great for a higher functioning student. MarshallHSHIP/VA: Too difficult for many of my students. Ed ResCtr/WY: Provides a lot of practice and it retained the students' (grade 11) interest. I'd like to see an update of this program using better graphics or CD-ROM. It would simulate real life driving even more. MOSD: More graphics and pictures are needed as well as a lower reading level.

Kids on keys 3.3

652.3 1985 A — Queue
Apple 48k — 29.95
reading-reading readiness — preK-3

Three games that familiarize children with the keyboard. letters, numbers and words. Strengthens typing, spelling, and letter recognition skills.

PiedmontReg/VA - (Huskey); WISD #; MOSD + (Davis); NoTrailsAEA/IA # (Garriott); NWSpEd/IL # (Klusmeyer); Underwood/NC ++ (Cody); BerryhillEl/FL # (Rawls);

Soft Rept A-; Only the Best 1989; EPIE -; High/Scope +;

1- 5.25 disk; user guide; product catalog

PiedmontReg/VA: In my opinion, it is not a good introduction to keyboard skills. MOSD: Might look at other typing programs first. NoTrailsAEA/IA: Not for preK. Older kids enjoy it. Would be good if coupled with another unit teaching letter position. The letters fall too fast for beginners or anyone with slow response ability. It is a nice program for more advanced students. NWSpEd/IL: ..does not teach basic keyboard skills as I thought it would - would be good for practice once basic keyboard is learned. Underwood/NC: Kids (grades 3-5) enjoyed their highly successful efforts. BerryhillEl/FL: (Recommend for purchase) only if I could understand how to make it boot up successfully every time.

Kidwriter 3.8

372.64 P4k 1984 A — Queue
Apple 48k — 34.95
English/language arts-writing — 1-5

User chooses from a variety of objects to make a picture on the screen. User then types a story about the picture.

MSSD + (9-12); KDES + (Manson) # (Thomas); Davenport/IA + (Oliger); CLEARYSD + (Veatch); FMDayEl/CO ++ (Armfield); PCBunnElem/OH ++ (Bukovinsky); NYMONROEBOCES1 + (Reich); ScrantonSSD/PA # (Barrett); WVSD + (Wysopol); WISD +; MBaldwinC/VA + (McCrory); DouglasTilden/CA + (McGrath); LakeDrSchHI/NJ + (Cheskin); RegionXVESC/TX ++ (Mathis); FSDB + (Garrett/Greco); NoTrailsAEA/IA + (Garriott); Arey/IA # (Salinas/Schledewitz); CantonHHP/OH # (Beggs); WesthillHS/NY # (9-12); GrJunc/CO # (9); Jenks/OK ++ (K-5); SouersJHS/OH - (4-6); Edison/MI + (K-2);

High/Scope +; Only the Best; EPIE +; NEA +; Soft Rept A;

1- 5.25 disk; user guide; printing instruction card

PCBunnElem/OH: We purchased this program. WVSD: 1. Excellent for elementary and moderately retarded students. Problem with limited number of characters to use in story. 2. Good for use with slower students to encourage creative writing. Students can write their own stories and do pictures to go along with them. Allows for creative for creative thinking. Would be very good with elementary students of average ability. 3. Could be used to write sentences about each picture. Could also use to name objects in each picture. I like this program although I am not sure if the students would write stories. They probably would write sentences for picture. I think it could also be used to name things in the picture. The students would need some instruction before using the program. Can make own picture, then write story. Could be used for different levels. 4. Program is excellent for designated population, age 6-9, but too high level for the population specified (deaf/blind, multihandicapped, pre-school). Some difficulty getting out of program as save component confusing when listed as only direction on "write" page. ScrantonSSD/PA: Print capabilities were disappointing. NYMONROEBOCES1: My elementary students really liked this program but I see older elementary (8 yrs.) kids getting bored because of the icon limitations. RegionXVESC/TX: This program was fantastic for one of my students. He had developed negative attitudes to "pencil & paper" language stories - yet the computer and Kidwriter allowed him to creatively write fantastic stories. He enjoyed the graphics. This is a good program. NWSpEd/IL: Students were really motivated to use this. No variation in form of problems; always equation, no columns, but can allow ample time for figuring with paper and pencil - can set own response time. BerryhillEl/FL: Kids really enjoyed it. Very flexible, lots of motivation for my boys (grades K-2). GrJunc/CO: After getting through the opening comments it was a great program. Arrowhead2 I would to like to have the option of turning the sound off. GrJunc/CO: I did not think the

manual was helpful enough. I would like to see picture choices laid out ahead of time. Stories do not print. SouersJHS/OH: Students were unable to work independently in order to understand commands. Would be more appropriate for students with higher language levels. Edison/MI: Students (K-2) were motivated to write. They did need some assistance.

King's quest

793.7 K2 1987 A — Sierra On-Line
Apple 128k — 49.95
educational games — 6-adult

Joystick and/or keyboard controls move Sir Graham as he walks, jumps, ducks, swims and climbs through eighty detailed screens. Through keyboard commands or whole sentences, the user explores the Kingdom of Daventry. Multiple solutions.
2- 5.25 disks; user guide; hint book

L

Language experience series — *4*

372.6 L3 1988 A — Teacher Support
Apple 128k — 479.95
logic/problem solving — K-adult

This series of whole language programs encourages reading and writing with a variety of formats.

Jenks/OK ++ (K-2); FlemingCol/Can # (13-16);
24- 5.25 disks; user guide

Jenks/OK: We would recommend it for purchase except it is too expensive. FlemingCol/Can: Not compatible with Panasonic printer-needs an Apple Image writer. More appropriate for K-6.

Learning about numbers v. I — *3.7*

372.7 C6l 1983 A — C & C Software
Apple 48k — 50.00
mathematics-basic skills — preK-5

Contains three programs that use computer graphics to provide young users with a variety of experience in working with numbers.

HES + (May); Crafton/CA + (McGann); MaldenCoopSD/MO + (Woodham); BrennenEl/SC ++ (Dick); FSDB + (Waterman/Thornton); BrentwoodEl/NC + (Cody); Riverside/IA - (Schledewitz); SAK/NM - (Klein); NikkariEl/MI + (preK-1);
High/Scope +; *EPIE* ++; *Soft Rept* A;
1- 5.25 disk; user guide; sheet of keyboard labels; product announcement

BrennenEl/SC: Offers a good variety of skills and levels. FSDB: No reading required. Many modifications by the teacher are possible. One problem is that if a student wants to check his score in the middle of the game, he can't go back to his game, but must start a new game. Scores should only be checked when the student is finished with the game. Riverside/IA: I was not impressed with the graphics or speed of the program. It seemed to take so long to change from one activity to the next. Not very exciting.

Lesson planner — *1*

371.3 T9l 1985 A — (d) — Tyson
Apple 48k — 49.95
utilities-lesson planning — K-16

Allows teachers to create, edit and store daily lesson plans.

WPASD -- (Peery);
1- 5.25 disk; teacher's guide

Lessons in syntax — *3.4*

418 M3l 1982 A — Edmark
Apple 48k — 420.00
English/language arts-grammar — 7-16

Has the consistencies of transformational grammar to teach the formation of eight syntactical structures.

NYSD ++ (Spidal); MSSD + (9-12); GwinnettCo/GA -- (Frederick); WISD +; DouglasTilden/CA + (McGrath); PostFallsDist/ID # (Stoddard); PiedmontReg/VA - (Valenzuela); OHSD + (6);
Soft Rept B-; Alberta -;
14- 5.25 disks; user guide

GwinnettCo/GA: Required students to answer in all caps - even when writing sentences. PostFallsDist/ID: Does not allow for different but equally correct responses. PiedmontReg/VA: We had much difficulty beginning with diskette 2. Correct answers were scored as errors. Software was inaccurate in scoring responses. Has the potential of being a useful tool but corrections/improvements are needed. OHSD: These programs would give our higher functioning students some extra drill.

Letters and words — *3.5*

428.4 L4 1983 A — Learning Well
Apple 48k — 49.95
reading-reading readiness — preK-2

Designed to provide practice and reinforcement in three early reading skills - alphabetical order; upper and lower case; sight vocabulary.

VSDB + (Sawyer); StaffordEl/NJ + (Ventola); NYSD # (Spidal); PCBunnElem/OH # (Bukovinsky); LakelandAEA/IA ++ (Wethor); INSD - (1-2);
High/Scope +; *Soft Rept* A-;
1- 5.25 disk; user guide; product catalog

LakelandAEA/IA: Would lie to have used our own word list. INSD: The response pattern is too complicated for the students who read at that level. The students who understand the response pattern read at a high level than the vocabulary used.

Lewis and Clark stayed home — *5*

917.8 L49 1991 A — MECC
Apple 128k — 59.00
social studies-US history — 5-9

Users are challenged to fulfill three major goals: explore and map the Louisiana Purchase; establish friendly contact with native American tribes; and attempt to find a water route to the Pacific Ocean.

WrangellJSHS/AK ++ (7);
Only the Best; Bklst 4/1/92; Sch L J 6/92;
1- 5.25, 1-3.5 disks; teacher's guide

WrangellJSHS/AK: Fits right in to our curriculum. Excellent thinking skills activities.

Librarian 3

025.4 L5 1983 A (d) K-12 Micro
Apple 48k 49.00
data base managers 6-16

Completely menu driven data management system. Designed to store and retrieve items by categories, subjects, and key words. Also stores abstracts.

MT.MSDB - (Gillis); StRitaSD/OH + (Dinnesen);
1- 5.25 disk; user guide

StRitaSD/OH: The fact that only 500 items can be stored on one disc presents problems for using with most records. I felt the disc could be used for certain subject headings (Maybe the most common) and with an abstract the program could provide support for many learning strategies.

Library and media skills 3

028.7 L5 1983 A Educational Act.
Apple 48k 69.95
library skills 2-6

Teaches and reinforces basic library and reference skills. Includes teacher management system

STMARYSSD +; OHSD - (8-10);
2- 5.25 disks; teacher's guide

Life science data bases for PFS: File 1

574 S3 1985 A (d) Scholastic
Apple 48k 140.00
science-biology 6-12

Five curriculum activity units. Three teach users to manipulate files and two teach user how to build his own. Helps develop both data and science skills.

STMARYSSD -- (Harmon);
Classrm Comp Learn 2/87 ++;
4- 5.25 disks; teacher's guide

STMARYSSD: Teacher oriented.

Lion's workshop 2.9

155.41 L5 1985 A Merit
Apple 48k 24.95
reading-comprehension skills preK-3

Designed to develop skills in visual discrimination, pattern recognition and analysis of part-whole relationships.

HES # (May); MaldenCoopSD/MO + (Aslin); PCBunnElem/OH -; SouthEl/IA - (Skibsted); NoTrailsAEA/IA - (Garriot); LakelandAEA/IA + (Wethor); NikkariEl/MI # (preK-1);
High/Scope #;
1- 5.25 disk; user guide

PCBunnElem/OH: Pictures were too small and unclear. LincHSDist564/MN: This was only good for computers with color monitors - pictures or diagrams too vague on black and white. SouthEl/IA: Pictures were poorly designed. I didn't like the "mean" look on the lion for a wrong answer. Needed to be used on color monitor. Some pictures were hard to figure exactly what they were supposed to be. NoTrailsAEA/IA: Poor Graphics. Concept OK, but difficult to actually see and understand. NikkariEl/MI: The graphics aren't clear. Sometimes it was difficult for the students (preK-1) to determine what the picture was.

Lion, the witch and the wardrobe 3

428.43 W3l 1984 A Media Basics
Apple 48k 49.95
reading-comprehension skills 3-13

Evaluates reading skills and measures comprehension by engaging users, responding to answers, reinforcing, and correcting. Assumes user has read novel.

COSDB # (Fleharty);
EPIE -;
1- 5.25 disk; study guide; 2 activity sheets; loading instruction sheet. Novel not included with package.

Literary mapper 3

372.4145 L5 1990 A Teacher Support
Apple 128k 159.95
English/language arts-literature K-6

After reading selected books, user can explore the characters, setting and action in greater depth. Included teacher utility and student utility disks.

LakeDrSchHI/NJ # (Cheskin); NikkariEl/MI - (Cordes); ALSD + (Gallahar);
6- 5.25 disks; user guide

LakeDrSchHI/NJ: Too much money for a program so limited in what it does. It took me a long time, and a few phone calls to figure out how to start this program. The kids ((elementary) enjoyed seeing their map printed out but their "enjoyment" doesn't warrant the high price. ALSD: Not appropriate for our curriculum.

Littletown zoo 3

372.414 L5 1991 A MECC
Apple 128k 59.00
English/language arts-basic skills 3-4

Users assume roles as assistant zoo directors to decide which three animals to add to a zoo exhibit. By searching through data cards, letters from zoo visitors and zookeeper records, they try to select the best animals.

BerryhillEl/FL # (4-5)
1- 5.25, 1-3.5 disks; teacher's guide

BerryhillEl/FL: It has limited use for elementary students although it could be OK for 5th grade and some 4th graders. The reading level is too high.

Living cell

574.87 L5 1991 A — MECC
Apple 128k — 59.00
science-anatomy/physiology — 7-12

Helps users increase their knowledge and conceptual understanding of the equilibrium that cells maintain with their environments. Users investigate cell respiration and active transport by assuming the role of the cell membrane.

1- 5.25, 1-3.5 disks; teacher's guide

Logic builders — 3.9

794.82 L6 1984 A — Scholastic
Apple 48k — 39.95
logic/problem solving — 3-16

Reinforces problem solving and planning skills. Also sharpens memory, attention to detail, and pattern recognition.

WPASD + (Karn); PerkinsSB/MA + (Buckley); ConnSENSE +; FSDB + (Moonan/ Garrett/Thornton); LakelandAEA/IA + (Wethor); Jenks/OK # (Pride); BerryhillEl/FL # (3-5); CousinoHS/MI + (2); NikkariEl/MI + + (1-4);

Only the Best; Soft Rept B+;

1- 5.25 disk; teacher's guide; user guide; ref card; stickers

ConnSENSE: ..an interesting and motivating program which reinforces problem solving skills. This is an activity that cannot be matched by workbooks. The amount of visual discrimination and memory required may limit the program to users who show strength in this area. FSDB: No reading required. Good program to use with science class. BerryhillEl/FL: Too difficult for elementary students. CousinoHS/MI: Not versatile enough. Once it's mastered, there's no place to go. NikkariEl/MI: This software required the students to think to recreate the pattern. My lower elementary students could complete the pattern recreation activity. The activity where they showed a pattern and then it disappeared was too difficult.

LOGO robot — 4.3

005.13 L6l 1984 A — Scholastic
Apple 48k — 29.95
computers-LOGO — 4-12

Uses LOGO-like commands to program a robot to draw patterns and pictures or steer through a variety of mazes.

STMARYSSD + (Fisher); OswegoBOCES/NY + + (Melito); ASD + (LaPorte);

Soft Rept A;

1- 5.25 disk; user guide

OswegoBOCES/NY: Highly motivating!

Lord of the flies — 3

428.43 D5l 1984 A — Media Basics
Apple 48k — 49.95
reading-comprehension skills — 3-13

Evaluates reading skills and measures comprehension by engaging users, responding to answers, reinforcing, and correcting. Assumes user has read novel.

COSDB # (Fleharty); ALSD + (Gallahar); PoplarBluff/MO - (Rice);

EPIE -;

1- 5.25 disk; study guide; 2 activity sheets; loading instruction sheet. Novel not included with package.

PoplarBluff/MO: Language is too difficult.

Lunar greenhouse — 4

582 1989 A — MECC
Apple 128k — 59.00
science-biology/plant organisms — 3-6

Students check the influence that four variables-light, water, temperature and plant food-have on the germination, growth and yield of vegetable plants. Then they are challenged to determine the best conditions to produce vegetables.

ConnSENSE +;

Only the Best; Sch Lib J 8/89 +; Sci and Children 9/90 +; Comp Teach 5/91 +; Media & Methods May/June 1990 + +;

1- 5.25 disk; teacher's guide

ConnSENSE: This is an unusual and exciting way for young students to learn about plant growth, problem solving and organizational skills needed for experimentation. Because of its versatility in curriculum building, it is a useful tool in the classroom.

M

Magic cash register — 3.7

513 M3 1983 A — Avant-Garde
Apple 64k — 34.95
mathematics-currency — 3-6

User opens up a play store, sets up shop or holds a sale. Program will show how to calculate each transaction correctly.

STMARYSSD + (Russell); Sunnyside/WA + + (1-6); Mason/OH # (Jaggers); OKSD + (Martin); DRDSD + (Dunhare); FSDB + (Zidar/Devlin/Edge); WaukeganHI/IL + (Yepsen); SouthEl/IA - (Skibsted); ASD + (Robinson); SpecNeedsLib/MD + (Kaplan); Underwood/NC + (Cody); KLC/MA - (6, 8); HIPLakeview/KS # (2-4);

MicroSIFT 9/85 +;

1- 5.25 disk; user guide; storybook

Mason/OH: Not appropriate for my group. Maybe nice for older kids - awfully time consuming. FSDB: Students may need assistance in spelling for setting up a store with items desired by the student. The use of the TV screen as a monitor would greatly enhance this program. If you have a TV available, it would help to go over the program with your whole class before having students use it independently. WaukeganHI/IL: The teaching aspect of this program is impressive. The stu-

dent can select various ways to learn the skill missed. SouthEl/IA: Graphics not clear - difficulty understanding what program tries to accomplish. ASD: Great for money concepts - may be excellent for food service students. SpecNeedsLib/MD: Positive features - the software is able to print what areas the student does well in and where he/she still needs more help. Underwood/NC: Good concept. KLC/MA: It was difficult for my students to set up their own store. It would have been better if the store was already set up. Remedial help and tasks were good. HIPLakeview/KS We like the MECC's Money Works program better.

Magic crayon 3.2

004.16 C5m 1983 A (d) Kids' Corner
Apple 48k 41.00
computers-literacy preK-4

Provides introduction to computers and what they can do. Very young children can make computer respond to commands. For learning fundamentals.

HES # (May); ElmCreekLib/KS # (Robinson); PCBunnElem/OH #; PoplarBluff/MO # (Rice); NWSpEd/IL + (Macamber/Klusmeyer); SD23/Can - (Murray); Filling/OH -- (Zellers);

High/Scope +; EPIE +; Soft Rept A; InfoWorld 10/83 +;
1- 5.25 disk; user guide; sheet of keyboard labels; description sheet

PCBunnElem/OH: Letters for movement were too difficult for little or :s co remember. PoplarBluff/MO: There are better drawing programs. SD23/Can: Easier programs with equally good or better graphics are now available using a mouse. Good color, easy to choose. Clear but jaggy graphics. Not as easy or as satisfying as a program with mouse capabilities. This program was not appropriate for our population of hearing impaired, physically disabled adults. The controls are too difficult for them.

Magic slate 4.5

652.5 M3 1985 A Wings/Sunburst
Apple 64k 89.00
word processors 3-16

Three word processors in one. 20 column version for young children. 40 column for ease of use but full features. Professional 80 column version.

FDLRS ++; HES + (May); WaukeganHI/IL + (Degman); FSDB +; CLEARYSD ++ (Veatch); WISD ++;

High/Scope ++; Elect Learn 1/85 +; Soft Rept A; Classrm Comp Learn "Best of the Decade" 5-6/90;
3- 5.25, 3- 3.5 disks; ref manual; quick ref cards; teacher's guide

Magic spells 3.6

421 G7m 1981 A Learning Co.
Apple 64k 59.95
English/language arts-spelling 1-5

Provides practice in spelling with two games - Flash Spells and Scramble Spells. Allows use of ordered lists or creation of own lists.

MaldenCoopSD/MO + (Woodhern); ScrantonSD/PA - (Wilson); NYSD + (Spidal); LakeDrSchHI/NJ # (Cheskin); BrockSec/Can ++ (Hazard); FSDB + (Darland/Waterman); Arey/IA - (Salinas/Schledewitz); RoweEl/NV + (4-5); EdResCtr/WY + (11);

Crseware Rept Card 9/82 +; Comp Teach 5/83 -; EPIE +; NEA +; MicroSIFT 1/83 +; Sch Micro Rev W/83 +; Soft Rept A;
1- 5.25 disk; user guide; product catalog

ScrantonSD/PA: Word list was not "daily" vocabulary - but words seldom used or read. It was not challenging enough. LakeDrSchHI/NJ: Only good for very young children - not motivating enough for older children because of type of feedback. FSDB: Supplemental materials are provided with this program. Teachers can edit the program to use their own spelling words. Overlander/Can: Had trouble putting in the user's own list of words. Arey/IA: Scrambling words is useless in reading preparation. RoweEl/NV: The children (4-5) enjoyed the graphics. This is good for spelling drills.

Map skills 3.4

912 M3 1986 A Optimum
Apple 48k 39.95
social studies-geography 3-6

User follows directions to maneuver a car around the system of roadways to arrive at desired destination. Five maps are provided, each with its own scale.

Oakdale/OH + (Frazier); ALSD # (Gallahar); MultiDistHI/MO - (Ultican); MillburnDay/NJ + (Corallo); EscanabaHS/MI + (Miller); CO.NECBOCES ++ (5-7, 11); StoneCo/MS - (7);
1- 5.25 disk; user guide; sheet of stickers; poster

Oakdale/OH: Instructional content is very limited. Difficult for students to remember a whole list of directions to follow on the map; a split screen would have helped. MultiDistHI/MO: Didn't meet needs. MillburnDay/NJ: I feel that this program incorporated geography with language and vocabulary skills. StoneCo/MS: Very informative game and enjoyable.

Market place 3.5

658.8 M3 1984 A MECC
Apple 64k 59.00
social studies-economics 3-9

Graphically illustrates elementary concepts of economics. Allows user to make and test decisions as he/she controls simulated business ventures.

NYSD + (Spidal); Arey/IA + (Salinas); FSDB ++ (Slater/Moonan); Matheny/NJ -; SWCHI/TX - (adult); MarshallHSHIP/VA + (10-12);

Learn Comp Soft Award; MicroSIFT 4/83 +;
1- 5.25 disk; teacher's guide; catalog

NYSD: So much better than the original programs - The colored graphics add a lot! Arey/IA: My upper primary students enjoyed it. FSDB: Third grade reading level. MarshallHSHIP/VA: The skills required were not previously covered in the classroom situation. All our students (grades 10-12) are in vocational setting which makes this program very relevant.

Master spell 4.3

421.52 M377 1984 A (d) MECC
Apple 48k 59.00
English/language arts-spelling 1-adult

Utility allows entering of word lists and design of spelling lessons to meet individual needs. Presentation and feedback are user controlled.

COSDB + (Fleharty); DouglasTilden/CA + + (McGrath); Stafford/NJ + (Gibbons);

Soft Rept A; Only the Best; NEA+;
1- 5.25 disk; teacher's guide

DouglasTilden/CA: I liked the simplicity of the program; its absence of extraneous details.

MasterType 3.7

652.3 M3 1984 A Mindscape
Apple 64k 39.95
business-typing 2-12

Typing instruction in a game format.

WPASD + (Malmberg); CarlsbadHS/CA + (DeHaan); RiversideCOE/CA + + (McDaniel); WaukeganHI/IL + (Yepsen); MansonJSH/IA # (Hatchett); CO.NECBOCES + + (8, 11-12); Miller/KS -- (adult);

Only the Best; Ed Tech 3/83 +; Classrm Comp News 1-2/82 +; InfoWorld 7/6/81 +; Schl Micro Rev W82 +; NEA +; Soft Rept B+;
1- 5.25 disk; user guide

WaukeganHI/IL: My students (grade 3) were somewhat frustrated with the program due to not knowing the keyboard. I feel more "typing" practice is needed before the games. Also hunting and pecking seemed to bring equal results to them as when they used the proper fingers. MansonJSH/IA: The student was bored with practice session and found the game interesting the first few times. After that, it became boring to her (grade 8). CO.NECBOCES: Fun and high interest. Miller/KS: I could not slow the program down enough for my elementary students to use it.

Mastering capitalization 3.7

421.52 M37 1986 A (d) Skills Bank
Apple 64k 75.00
English/language arts-basic skills 4-adult

Helps users master titles, proper adjectives, pronoun "I", geographic location, calendar items, first words in sentences, quotations, etc.

NYSD + + (Spidal); WaukeganHI/IL # (Yepsen); LakelandAEA/IA # (Wethor); LaramieSD1/WY # (4);
3- 5.25 disks; (5 sides); user guide; ref card

WaukeganHI/IL: Would not recommend for purchase because of reading level and because program doesn't show correct capitalization after student finds the error. I feel the student would learn easier by changing the letters to capitals. Reading level is too high for my students (grades 4-6).

Mastering language 3.6

421 M3 1986 A (d) Skills Bank
Apple 64k 75.00
English/language arts-grammar 4-adult

Helps user master adjectives, adverbs, pronouns, nouns, verbs, subject/verb/tense agreement, irregular verbs, negatives and connective words.

NYSD + (Spidal); STMARYSSD + (Gonzalez); NWSpEd/IL # (Klusmeyer); NoTrailsAEA/IA - (Anliker); Covington/VA + (Fey); Jenks/OK + (Pride); ALSD + (9-12);
3- 5.25 disks; (5 sides); user guide; ref card

NoTrailsAEA/IA: I didn't like it. It was too confusing for my students (grades 3-4). Jenks/OK: Too much reading and high level language and not enough graphics.

Mastering punctuation 3.2

421 M371 1986 A (d) Skills Bank
Apple 64k 75.00
English/language arts-punctuation 4-adult

Helps students master use of periods, question marks, exclamation points, commas, colons, semicolons, quotation marks, and apostrophes.

NYSD + (Spidal); STMARYSSD + (Gonzalez); Underwood/NC # (Little); Covington/VA # (Fey); LakelandAEA/IA + (Wethor); HIPLakeview/KS -- (2-3)
3- 5.25 disks; (5 sides); user guide; ref card

Underwood/NC: Constantly had to change disks. Covington/VA: Despite inconvenience of using so many disks, the software does address important skills. HIPLakeview/KS: The students (grades 2-3) gave this about two minutes and then asked for another program. The interest level was low, but we should not have borrowed this since it is above our students' levels.

Mastering spelling 3.4

421 M37 1986 A (d) Skills Bank
Apple 64k 75.00
English/language arts-spelling 4-adult

Helps users master formation of plurals, addition of suffices, tricky word endings, consonants with similar sounds, vowels and vowel/consonant combination.

NYSD + (Spidal); STMARYSSD + (Gonzalez); NWSpEd/IL # (Klusmeyer); Underwood/NC + (Cody); KLC/MA - (1,6,8);
3- 5.25 disks; (5 sides); user guide; ref card

NWSpEd/IL: ..graphics aren't too interesting - but has good breakdown of skills. Underwood/NC: Useful for practicing word endings. KLC/MA: Very boring. My

students (grades 1, 6 and 8) found it too repetitive. It was OK for drill, but boring otherwise.

Match wits 3.8

794 C65m 1983 A (d) CBS
Apple 48k 41.95
logic/problem solving 7-16

User matches pairs to score points in categories like sports or famous people. As user makes successful matches, a picture is revealed.

MT.MSDB # (Gillis); ASD + (Andrews); FSDB + (Waterman/Thornton); Underwood/NC + (Cody);
1- 5.25 disk; user guide

ASD: Doesn't really apply to my instructional objectives; takes too much time. FSDB: Language and reading levels required can be determined by the teacher. Editor is not easy to use. Underwood/NC: Challenging.

Math assistant II 3.5

513 M37 1985 A Scholastic
Apple 48k 69.95
utilities-drill/test generators 1-12

A diagnostic tool for analyzing errors, building tests, and tutoring students.

LJHS + (Vaughan); WVSD # (Farris);
Only the Best 1989;
2- 5.25 disks; user guide

WVSD: Not the depth of analysis I was looking for (Jr. & Sr. High).

Math blaster 4.1

372.7 D3m 1983 A Davidson
Apple 128k 49.95
mathematics-basic skills 2-6

Contains four learning activities for multiplication, division, subtraction and addition - even percentages, fractions, and decimals. Includes 600 problems.

GallaudetPREP + (Varthakavi); CarlsbadHS/CA + (DeHaan); FDLRS +; CLEARYSD + (Veatch); ALSD + (Harmon); LinnBenCC/OR + (Krabbe); WISD ++; WaukeganHI/IL + (Yepsen); Gallaudet/HI + (Cabral); CentreCon/Can ++ (Blanche); GrJunc/CO + (Dean); WesthillHS/NY # (9-12);

Crseware Rept Card 9/83 +; EPIE; Only the Best; Math Teach 12/83 +; NEA +; InfoWorld 7/11/83 +; Soft Rept A-; Classrm Comp Learn "Best of Decade";
1- 5.25 disk; user guide

ALSD: This is an adequate program but better programs are available. WaukeganHI/IL: The game itself is very enjoyable. Gallaudet/HI: Good, but too noisy.

Math blaster plus 5

513 M1 1988 A Davidson
Apple 128k IIe/IIgs/IIc 49.95
mathematics-basic skills 1-6

Users learn all their math facts through creative drill and practice and problem-solving activities. Designed for students to master math skills in addition, subtraction, multiplication, division, fractions, decimals, and percents.

ClementsJHS/VA ++ (6-9);
1- 5.25 disk; user guide

ClementsJHS/VA: The students (grades 6-9) enjoyed this one!

Math for all ages 5

513.2 M16 1989 A Aquarius
Apple 48k 350.00
mathematics-basic skills 5-adult

A tutorial, curriculum-based program where users solve illustrated problems to gain an understanding of mathematics. The programs increase in difficulty as the student's knowledge increases. Includes management system.

ClementsJHS/VA ++ (6);
16- 5.25 disks; teacher's guide

ClementsJHS/VA: It contains many different skill levels and each student can use a disk that fits his or her skill level.

Math grade 1 3.6

372.7 M3 1985 A Queue
Apple 48k 79.95
mathematics-basic skills 1

Each disk presents a series of related concepts in math, explains each concept, tests understanding of the student, gives examples and exercises.

KDES + (Watts); MT.MSDB + (Schwabe/Gillis); KellyEl/ND - (LaDuke); Davenport/IA ++ (Oliger) - (Reifirt); McKinleyEl/ND + (Velando); Underwood/NC ++ (Little); CentreCon/Can # (Blanche); NikkariEl/MI # (gr. preK-1);
4- 5.25 disks; user guide

Underwood/NC: Excellent for my students with limited math skills (grades 3-5). Students can go at their own pace and are told when their answers are correct. CentreCon/Can: Student required teacher in order to work the program. Instructions and language level were too difficult for student therefore interest level was low. NikkariEl/MI: The students (preK-1) could not select an activity to work on. The teacher needed to set up before the student could work.

Math invaders 3.9

513.2 M37 1983 A Winners
Apple 48k 45.00
mathematics-multiple topics K-12

Provides practice with math facts. Improves retention and recall. Also provides problem solving skills training and computer literacy.

CLEARYSD + (Veatch); Sunnyside/WA # (1-6); WaukeganHI/IL + (Yepsen) LenaweeISDist/MI + (Ross); Miller/KS ++ (2-5); CO.NECBOCES # (adult); INSD + (2-5);

EPIE +; Alberta -;
1- 5.25 disk; user manual

Sunnyside/WA: Need immediate feedback on correct/incorrect response. LenaweeISDist/MI: Very motivational and adaptable. Miller/KS: This drill can be adapted for many levels and many degrees of skill. CO.NECBOCES: I couldn't get the drill codes by typing ? and return nor could I get it to shoot. However, a second user had no problems and will probably order it. Liked it a lot. INSD: A good drill. I like that we can program it for individual student's level of functioning.

Math machine 3.9

513 J6m 1981 A — Southwest EdPsych
Apple 48k — 79.95
mathematics-basic skills — K-6

Covers math skills typically taught in K-6. Over 110 skill levels from pre-math through division. Includes record keeping system.

HES ++ (May); PS156/NY + (Bonnevie); ALSD ++ (Harmon); MayoHS/MN + (Winters); INSD # (1-5); Miller/KS - (preK-5); NikkariEl/MI + (3);

Comp Teach 12/81 +; EPIE; Sch Micro Rev W/82 +; Soft Rept A-;
1- 5.25 disk; user guide

ALSD: Difficult directions, no reinforcement, program organization poor. I found this piece of software boring and difficult to use. It had no attention getting effects for the students. MayoHS/MN: Good range of skills covered. INSD: Would not purchase because it takes so long to program for each child, one can't erase a mistake and the reward games either don't work or are pointless. I did, however, like the fact that I could program for each child and the children were motivated to stay with the drill (gr. 1-5). Miller/KS: I didn't like the games I was able to program quickly and easily (after reading a very detailed manual) and the drills can be assigned specifically. That is a definite advantage. Also, my four year old, profoundly deaf student was thrilled to see higher numbers for counting.

Math rabbit 4.5

513.2 M371 1986 A — Learning Co.
Apple 64k — 59.95
mathematics-basic skills — K-2

Builds early math skills while enriching a user's appreciation of numbers. Users explore basic number concepts and develop skills in counting, adding etc.

SpecNeedsLib/MD ++ (Kaplan); Oakdale/OH ++ (Frazier); MiltonEl/VT ++ (Rideout); NoTrailsAEA/IA + (Garriott); Arey/IA + (Salinas/Schledewitz); BerryhillEl/FL ++ (Rawls); SAK/NM ++ (Klein); WolfvilleJHS/CAN ++ (preK-2); MansonEl/IA # (K-1); NikkariEl/MI + (preschool-1); WesthillHS/NY + (9-12); Miller/KS ++ (preK-5); SouersJHS/OH + (K); Edison/MI + (preK-2); Jenks/OK + (1-5);

High/Scope +;
1- 5.25 disk; user guide

BerryhillEl/FL: Kids learned from this and were motivated. Loved it! Even my preK kids could do this with a volunteer helping them. I have many programs from this company and have always been pleased with them. SAK/NM: It was used by children at different levels. Challenging for many. WolfvilleJHS/CAN: The activity sheets were a nice carry-over from the computer work! I liked the sound effects for the hard of hearing students. NikkariEl/MI: The students (preschool-1) loved this program. They especially liked the Circus Train Game and Mystery Matching Game. Miller/KS: I could select specific parts of the program for each of my six students (preK-5). Drill could be programmed to be even more student-specific. Edison/MI: Adaptability for different levels was a good feature. Jenks/OK: Good for pre-math skill building and early learning addition. Fun drill.

Math shop 4

513.2 H3m 1986 A — Scholastic
Apple 64k — 69.95
mathematics-multiple topics — 6-9

User solves a problem using a specific curriculum concept such as proportions, fractions, measurement, addition, subtraction or decimals.

COSDB + (Fleharty); ConnSENSE ++; EscanabaHS/MI + (Miller); ALSD + (9-12); INSD + (5); JFRhodesHS/OH # (9-12);

Only the Best; Elect Learn 9/86 p56 +; Classrm Comp Learn 2/87 ++; Family Comp 9/86 +;
1- 5.25 disk; user guide

COSDB: Shows practical ways to use math - high level thinking skills involved - many different math concepts worked on. ConnSENSE: ..an excellent and challenging program delivered in a realistic format. It has great color animated graphics and will stimulate interest. EscanabaHS/MI: Students need to use calculators before entering the answers. Maybe in time they'd use more estimation, but they are not ready yet.

Math skill games 4

372.7 M37 1982 A (d) — McGraw Hill
Apple 48k — 58.95
mathematics-basic skills — 4-6

Games in package provide drill in basic facts of four operations on whole numbers. Resource guide contains notes for teacher and worksheet for each game.

LJHS + (Vaughan); WaukeganHI/IL + (Yepsen); Underwood/NC ++ (Little); CentreCon/Can + (Blanche); NoTrailsAEA/IA + (Anliker); KLC/MA ++ (Wasserman); GrJunc/CO # (Dean); Arrowhead2 ++ (3); WCECSU - (6); JFRhodesHS/OH + (9-12);

Only the Best; Crseware Rept Card 9/83 +;
1- 5.25 disk; user guide; disk care guide

WaukeganHI/IL: The manual is very helpful! It even contains worksheets that can be used in conjunction with each game on the program. The variety of games are organized with both timed and untimed drills that follow the progression of math programs well. A major

drawback is that when a student misses a problem, the games do not return to that problem soon enough to reinforce the correct answer which was provided. On many of the timed games, a quick response will enable the student to move forward at a faster rate than a slow response. This encourages memorization of facts. Wrong answers do not move the student backwards, except in one game which is a plus. Some of the reinforcement graphics may not be exciting for older students. Underwood/NC: Provides practice on math skills with a high interest level. My students (3-5) benefited from this program. NoTrailsAEA/IA: I'm not sure if the interest level is high enough to purchase it. KLC/MA: This program was wonderful! The graphics, the games, the use of all four operations at different levels was wonderful! I liked that the games could be used individually or with two students. Worksheets in manual were a nice added touch (grades 5/7). GrJunc/CO: Fun games. My students (4-12) enjoyed the variety offered. Arrowhead2: Good games and no sound effects. Good variety.

Math word problems 2

510 H6 1985 A — Queue
Apple 64k — 39.95
mathematics-word problems — 7-12

Provides user with a tool for understanding and solving word problems. Teaches the "how to" of translating sentences into math equations.

NYSD - (Spidal); ALSD - (Gallahar); PoplarBluff/MO - (Rice); MansonJSH/IA - (Hatchett);
Elect Learn 9/86 p.56 +;
2- 5.25 disks; user guide

ALSD: Was not what we anticipated. PoplarBluff/MO: Steps given for solving word problems are too drawn out. Needs to be more concise. MansonJSH/IA: Not what was expected. Student took one look at the first set of instructions and panicked.

Math word problems 3

513.2 H4m 1985 A — Optimum
Apple 64k — 39.95
mathematics-word problems — 4-6

Allows teachers to select the right word problems in addition, subtraction, division, and multiplication for their students. Difficulty level can be adjusted. Over 150 math word problems included.

Oceanside/NY # (5-6);
Soft Rept 1987 +;
1- 5.25 disk; user guide.

Oceanside/NY: Students thought it was boring. They needed scratch paper to solve answers. Teacher does not have control of types or levels of questions.

Math/MECC link

510 M37 1991 A — MECC
Apple print material only — 39.00
mathematics — adult

Links 25 of MECC's math products with the objectives of 1991 editions of K-8 math textbooks published by Addison-Wesley; Harcourt Brace Jovanovich/Holt, Rhinehart and Winston; Macmillan/McGraw-Hill; Scott Foresman and Silber Burdett.
teacher's guide

Mathematics worksheet generator 4.5

510 D8m 1984 A (d) — Sterling Swift
Apple 48k — 25.00
utilities-drill/test generators — 13-adult

Creates sets of addition, subtraction, multiplication, and division problems. Sets of problems can be printed in worksheet or test formats.

COSDB ++ (Fleharty); TulsaJC/OK ++ (Brawner); CLEARYSD # (Costanza); Jenks/OK ++ (Pride); CousinoHS/MI - (adult);
Comp Teach 10/85 p52-53 #; Bklst 6/1/85 p1414 +;
1- 5.25 disk; user guide

CLEARYSD: Good for teachers to print worksheets on several different levels. CousinoHS/MI: Not worth it. You can duplicate math page from math books much more easily. I like that it printed the numbers in a large format.

Mavis Beacon teaches typing 4.5

652.3 M3 1987 A — Software Toolworks
Apple 64k — 40.00
business-typing — 6-adult

Lessons are constructed from a large database that includes special employment agency tests and some of the most involved passages in literature. Features constantly updated information and never the same lesson twice.

SAK/NM + (Klein); TNSD ++ (9-10);
Nibble 9/88 +;
2- 5.25 disk; user guide

SAK/NM: Used by high school students. TNSD: Good typing program!

Maze-o 4.6

421.52 M3 1985 A (d) — Heath
Apple 48k — 29.95
English/language arts-spelling — 1-6

User practices spelling skills as they earn high scores in a game format.

HES + (May); Underwood/NC ++ (Cody); BerryhillEl/FL ++ (3-4); Miller/KS + (5); KLC/MA ++ (2);
High/Scope #;
1- 5.25 disk; user guide; product catalog

Underwood/NC: My kids (grades 3-5) loved this program. BerryhillEl/FL: The kids loved it. I like that you can enter your own vocabulary. Excellent! INSD: I found it a better program for one child at a time. When two played one got bored waiting for his/her turn. Miller/KS: My students were not very interested in playing the spelling drill. KLC/MA: The graphics were super! Excellent tool to reinforce spelling. One criticism: it

took a long time to play ten rounds. I wish there were options to change the number of rounds required for Bonus. Also I would like shortcuts in the maze to speed up the game.

McGee 5

794.8 M3 1989 A — Broderbund
Apple IIgs & Mac 512E, Plus or SE — 39.95
early learning/preschool — preK-2

Provides young children a way to become familiar with computers by themselves. No words appear on the screen. When child clicks mouse on an icon, something will happen. Combines sound and animation.

NikkariEl/MI ++ (preK-1);
Only the Best; Media & Methods May/June 1990 ++; Nibble 5/90 +;
2- 3.5 disks; 2 info sheets.

NikkariEl/MI: My students (preK-1) loved this software. This is a creative way to introduce the use of the mouse.

Measure works 4

530.8 M4 1989 A — MECC
Apple 128k — 59.00
mathematics-measurement — 1-4

Shows users ho to compare sizes and heights, measure with whole units, and recognize perimeter and area measurements. Users become comfortable estimating measurements before ever having to do exact calculations. Teacher can modify.

INSD ++ (3-5); Miller/KS # (5);
Only the Best; Media & Methods May/June 1990 ++;
1- 5.25 disk; teacher's guide

INSD: It is an excellent program to introduce the concepts of measurement. The students (3-5) loved it. Miller/KS: The instrument for measuring feet looks like a ruler and should be measuring inches!

Measurement

530.8 M16 1988 A — Aquarius
Apple 48k — 575.00
mathematics-measurement — 8-10

Provides instruction on: linear measure; weight units; capacity units; metric units; problem solving; distance problems; and more. Includes pre- and post-tests. Part of 8th-10th Grade Math series.
16- 5.25 disks

MECC Dataquest: Asia and Oceania

950 M4 1990 A (d) — MECC
Apple 64k — 59.00
social studies-geography — 7-12

Current information on the geographic, economic, demographic and cultural characteristics of the 54 nations that compose this region.
1- 5.25 disk; teacher's guide

MECC Dataquest: Europe and the Soviet Union

940 M4 1990 A (d) — MECC
Apple 64k — 59.00
social studies-geography — 7-12

Current information on the geographic, economic, demographic and cultural characteristics of the 34 nations of Europe including the USSR and Turkey.
1- 5.25 disk; teacher's guide

MECC dataquest: Latin America

980 M4 1989 A (d) — MECC
Apple 64k — 59.00
social studies-organizing info. — 4-8

Contains current data about the geography, economics, demographics, and diverse cultures found in Latin America.

Sch Lib J 9/90 #;
1- 5.25 disk; teacher's guide

MECC dataquest: the Middle East and North Africa

956 M4 1989 A (d) — MECC
Apple 64k — 59.00
social studies-organizing info. — 4-8

Contains information about the area's political, economic, demographic, and cultural characteristics.
1- 5.25 disk; teacher's guide

MECC dataquest: world community

909.82 D3 1987 A (d) — MECC
Apple 64k — 59.00
social studies-organizing info. — 7-12

Provides users with data about geography, demographics and economics on 95 countries. Users make comparisons and observe patterns as they learn.

Soft Rept A;
1- 5.25 disk; teacher's guide

MECC speller

421.52 M4 1985 A (d) — MECC
Apple 48k — 59.00
word processors-spell checker — 6-10

Works with text written on "MECC Writer". Eliminates worrying about spelling errors and lets users concentrate on ideas.
1- 5.25 disk; teacher's guide

MECC write start 4

652.5 M42 1985 A (d) — MECC
Apple 64k — 59.00
word processors — 6-10

Encourages users to use "MECC Writer" word processor to help them think, share ideas, and write.

CentreCon/Can + (Blanche);
Only the Best 1989;
1- 5.25 disk; user guide.

CentreCon/Can: This program did not fill my needs but this was not a reflection on the program itself. I was not clear on the type of design.

MECC writer

652.5 M4 1985 A (d) MECC
Apple 64k 59.00
word processors 6-10

Easy-to-use word processor serves as the core for a host of other computing activities. Users employ the same screen to compose, edit and print text.

Only the Best 1989; Soft Rept B-;
1- 5.25 disk; user guide.

Mechanics

621.43 G22 1987 A Aquarius
Apple 128k 1,495.00
industrial arts-auto mech. 9-adult

Each lesson is comprised of passages taken from vocational/technical textbooks. This program combines graphics and a lowered reading level to allow students with reading difficulties to meet course objectives.
22- 5.25 disks; instructor's guide

Mechanics cluster

629.04 M32 1987 A Aquarius
Apple 128k 725.00
industrial arts-auto mech. 9-adult

Part of the Vocational Survival Words series that teach students a vocabulary of technical terms. Lessons are designed to be used independently.
32- 5.25 disks; instructor's guide

Medalists-continents 4

910 C6 1983 A Hartley
Apple 48k 49.95
social studies-geography 4-11

Game designed to help user study and learn information about world geography. Modification allowed.

LJHS + (Vaughan); LakelandAEA/IA + (Wethor);
NEA +; Soft Rept A; EPIE -; Chime Newslet. 87/84 +
1- 5.25 disk; user guide

Medalists-states 4

917 s7 1982 A Hartley
Apple 48k 49.95
social studies-geography 4-11

The computer randomly selects a state. User buys clues to help him/her guess the state. Users compete with themselves or top three in class.

LJHS + (Vaughan)
NEA +; Soft Rept A; MicroSIFT 5/84 -; EPIE -;
1- 5.25 disk; user guide

Memory 4.1

153.43 M4 1983 A Wings/Sunburst
Apple 64k II, IIe (not gs, c) 150.00
logic/problem solving K-6

A collection of activities offering practice for improving memory, cognitive skills, various cognitive control strategies and creativity.

MT.MSDB ++ (Gillis); ElmCreekLib/KS + (Robinson); BrennenEl/SC + (Dick); StaffordEL/NJ + (Lithgow); CLEARYSD + (Veatch); MaplewoodEl/IN + (Kingsbury); WISD ++; LakeDrSchHI/NJ # (Cheskin); WaukeganHI/IL + (Yepsen); PortsmouthHS/NH # (O'Sullivan); Crestline/OH ++ (Petty); NoTrailsAEA/IA + (Garriott); BrentwoodEl/NC + (Cody); Filling/OH + (Zellers); WolfvilleJHS/CAN ++ (K-2); NikkariEl/MI + (preK-1); KLC/MA + (8);

Elect Learn 3/83; Classrm Comp Learn 1/84 +; CA Lib Media Consort 1985 +;
4- 5.25 disks; teacher's guide

StaffordEL/NJ: It was perfect for our program because the kids could do it without supervision - once they got past the directions. LakeDrSchHI/NJ: This is a package of 4 programs - I liked Simon Says because it was fast paced, required concentration, and was variable. Teddy and Iggy was slow moving and lacked variability and feedback. PortsmouthHS/NH:Interesting, well-organized approach to memory practice, but we question carry-over. Crestline/OH: Excellent programs but teddy and Iggy were too basic without variation. NoTrailsAEA/IA: My younger students (K-3) really enjoyed this. I liked being able to control the time the children could view the screen for visual memory activities. The problems with Iggy booting up were the only negative comments. BrentwoodEl/NC: Excellent for my low level students (grade 3-5). Filling/OH: Not appropriate for severely handicapped adults. WolfvilleJHS/CAN: The students (K-2) really enjoyed the independence this program allowed them. Excellent manual with ideas for classroom follow-up. NikkariEl/MI: These four programs were used a great deal. The "What is in a Frame" was especially useful with my students. It provided the teacher with the ability to change the task. Iggy and Teddy were my students (preK-1) least favorite. KLC/MA: Some of the games were boring even though graphics were nice. Other games needed some teacher guidance.

Memory castle 4.2

153.14 M4 1983 A Wings/Sunburst
Apple 48k (not gs) 65.00
educational games 4-16

Provides user with practice in remembering specific instructions. User works with set of instructions which must be remembered to move from room to room.

COSDB + (Fleharty); PostFallsDist/ID + (Stoddard); BrennenEl/SC + (Dick); NWSpEd/IL ++ (Klusmeyer); Arey/IA ++ (Salinas/Schledewitz); KLC/MA ++ (Wasserman); Crane/AZ + (4); SEMNSEC # (3-6); RoweEl/NV + (4-5); NikkariEl/MI + (preK-1); Edison/MI + (K-1);
1- 5.25 disk; user guide

BrennenEl/SC: I used it with my 1st and 2nd reading level (2nd and 3rd graders). They worked on the easy level and really enjoyed it. KLC/MA: The manual is very clear and easy to use. This is a super program!! Excellent for reinforcing reading and comprehension skills. It can be used to teach students how to take notes. It is very colorful and has great graphics! Crane/AZ: The reading level was difficult for our 4th graders. RoweEl/NV: Good for higher level children- sequencing, retention, and following directions. Miller/KS: My students (preK-1) enjoyed the "Concentration" and "Simon Says" activities. Edison/MI: The students (K-1) enjoyed this program. Students at different ability levels can still work together.

Memory match 4

153.1 M4 1986 A Hartley
Apple 48k 49.95
logic/problem solving 1-5

Similar to the TV show "Concentration". Requires careful observation and thinking. Allows for various levels of difficulty.

NoTrailsAEA/IA ++ (Garriott); Oakdale/OH + (Frazier); Arey/IA + (Salinas); SAK/NM # (Klein); Crestline/OH + (Petty); BrentwoodEl/NC + (Cody); NikkariEl/MI + (preK.-1); DeerLodgeEl/MT ++ (2); Filling/OH # (preschool);
1- 5.25 disk; user guide

NoTrailsAEA/IA: They all loved it (preK-1). It's great for working alone, with a fellow student or a high school helper. The little ones had a hard time reading their choices, but didn't let that stop them. Oakdale/OH: Good for building visual memory; language content does not match level of ability required to play the game. Arey/IA: My students(primary) enjoyed being able to use the program so easily. SAK/NM: (recommend for purchase) yes, for older children - 5th through high school. For younger children, the feedback is not enough. I would prefer shorter sequences to build up to the large grid. Optional interaction is good. BrentwoodEl/NC: Students loved this program. DeerLodgeEl/MT: This program was great to reinforce previously learned material and reinforce many of my students' IEP goals as in reading, color, and number words. Filling/OH: It was not appropriate for our population with physical disabilities.

Mercury

652.553 K7m 1989 A (d) MECC
Apple IIgs 1MB 89.00
word processors 3-adult

A powerful word processor that combines text and graphics in the manner of a desktop publisher. Includes drawing tools, picture importing, layout options.
2- 3.5 disks; teacher's guide

Merry canned nightmares and dreams 2

794 M4 1983 A (d) Peachtree
Apple 48k 49.95
logic/problem solving 7-16

For two to four players. Helps develop values like goal setting, problem solving, logical thinking and competitive/cooperative interactions.

NYSD - (Spidal);
1- 5.25 disk; user guide; game sheets

Metal trades

693.7 W18 1988 A Aquarius
Apple 128k 1,049.00
industrial arts-metalworking 9-adult

Designed to introduce the fundamental concepts of the metalworking trades. A detailed teacher's guide with worksheets accompanies each section.
18- 5.25 disks; instructor's guide

Micro-interpreter I 3.8

371.9 M5 1984 A E&IS
Apple 48k 49.95
sign language 1-adult

Designed to help teach American Sign Language (ASL). Useful as an introduction to ASL or for improving fingerspelling and receptive skills.

MSSD # (9-adult); STMARYSSD ++ (Russell); LincolnEl/KS + (Spicer); CarlsbadHS/CA ++ (Gaitan); ORSSD + (Cruscial); MARQUETTE.ALGERISD ++ (Laughna); Sunnyside/WA - (1-6); ChulaVistaJHS/CA + (Moran); DouglasTilden/CA + (McGrath) SanDiegoK-12/CA ++ (Lange); SpecNeedsLib/MD ++ (Kaplan); EISA/Mex ++ (Llano); WesthillHS/NY - (DeBenedetto); EscanabaHS/MI ++ (Miller); INSD - (1-3); ConcordHS/CA # (adult); MOSD + (K-2); AGBell/OH +; ForsthyeCtrD/NC - (adult); WCECSU # (adult);

Ed Tech 2/86 p51 +; Bkdst 1/1/85 p658 +;
1- 5.25 disk; user guide

MARQUETTE.ALGERISD: The students showed positive response and has increased their spelling and vocabulary skills. Sunnyside/WA: Not very complete instructions or lessons to work with. ChulaVistaJHS/CA: Error on symbol for "F". SpecNeedsLib/MD: We order this program. It's great for people who have lost their hearing later in life and want to learn fingerspelling. EISA/Mex: Better if compiled version provided. WesthillHS/NY: Does not seem to fill instructional needs for program. Clarity of some graphics leaves much to be desired. EscanabaHS/MI: Good way to practice spelling of vocabulary words and receptive fingerspelling skills. Wish there was a way to print out fingerspelled letters also. INSD: There is no way to correct errors unless the teacher does so. I used this to drill spelling words and had problems trying to start the program on some computers. Sometimes it also stopped in the middle of the

program. ConcordHS/CA: We find that Fingerspeller and Fingernumbers are superior programs. Clearer graphics and possibility of advanced speed. MOSD: We felt a fingerspelling graphic program should be refined. It needs editing and should include a delete key and not such a large jump from speed 3 to 4. No formatting slot on software. A place that tells user when to format a data disk. ForsthyeCtrD/NC: It does not provide user control of the face Animation works too fast on 386 or 486 systems.

Micro-interpreter II 3.4

371.9 M52 1986 A E&IS
Apple 48k 150.00
sign language 6-adult

Computerized animated vocabulary of American Sign Language. STG package includes: education/occupation; communication; and verbs; others available.

STMARYSSD + (Brady); BrockSec/Can + (Hazard); SpecNeedsLib/MD + (Kaplan); MOSD - (Davis); EscanabaHS/MI # (Miller);
5- 5.25 disks; user manual.

BrockSec/Can: Super teaching aide for my sign language club. SpecNeedsLib/MD: I feel that the graphics are a little difficult to understand at times for our patrons. MOSD: Graphics were hard to see and understand. I also felt when a sign is used for two words, only one word was given - limited.

Micro-interpreter III (elem. signer) 2.6

419 T6m 1987 A E&IS
Apple 48k 79.95
sign language 6-adult

Introduces ASL with over 1500 easy to learn signs specifically selected for children. Menu driven. Function keys control speed of animation.

MOSD + (Davis); HamiltonDist/OH - (Baumann); MiltonEl/VT - (Bensinger); EISA/Mex + (Llano); KSU.SPED -; LakelandAEA/IA # (Wethor); BerryhillEl/FL - (Rawls); Covington/VA ++ (Fey); KLC/MA -- (Wasserman); SWCHI/TX # (3); StoneCo/MS - (7-9); ForsthyeCtrD/NC - (adult); ILSU/IL - (posetsec.); RinconEl/GA - (2);
Closing the Gap 2-3/88 +;
1- 5.25 disk; user guide

MOSD: Runs very fast on PS/2 Model 50 (even in slow mode). Very good variety of activities - good sign language program. EISA/Mex: Good starting program for deaf children. HamiltonDist/OH: I don't feel it is a valuable tool for the deaf. MiltonEl/VT: Good graphics for sign modeling but limited vocabulary. BerryhillEl/FL: My kids didn't like the graphics. Too difficult. Isn't there a better way to do graphics? Maybe on a CD so it won't take up so much room? Covington/VA: Excellent program. Everyone who used it found it very enjoyable. Program met instructional objectives. KLC/MA: A person could not use this program without prior sign language experience. The graphics weren't clear and the speed was too fast. They should have introduced one sign, then given a review. ForsthyeCtrD/NC: It does not provide user control of the face Animation works too fast on 386 or 486 systems. ILSU/IL: The idea is good but the graphics are bad. The hands and body should be different colors. RinconEl/GA: Too fast for students even on slowest speed and can not add our words to the list. Their word list leaves out many common words students learn first.

MicroTest II

371.26 M4 1986 A Chariot Software
Apple 128k 95.00
utilities-drill/test generators adult

Test generator.
Soft Rept A;
2- 5.25 disks; user guide

Microbe 3.3

574.4 C5m 1982 A Synergistic
Apple 48k 55.00
science-anatomy/physiology 13-adult

Adventure game designed to simulate travel through the human body aboard the submarine MICROBE. Can use Votrax and Echo-GP speech boards.

NTID - (Russell); KDES +; KSSSD + (Balk);
1- 5.25 disk; user guide; navigator's chartbook; physician's reference; tech manual; troubleshooting card; overview card

Microtype, the wonderful world of paws 4.6

652.3 H3m 1985 A South-Western
Apple 48k 59.95
business-typing 3-9

User will be able to see first hand, the correct hand positioning and technique for proper keyboarding-thanks to animated illustrations.

COSDB ++ (Fleharty); WISD ++; WaukeganHI/IL ++ (Yepsen); ALSD + (8-12); Miller/KS + (K);
Only the Best;
2- 5.25 disks; teacher's guide

WaukeganHI/IL: My students thoroughly enjoyed this program! ALSD: A very good program for learning basic keyboard skills. Miller/KS: Individualized drill for individual students. My 5th grade students lack maturity to stick with it. Should be excellent for older students.

Microzine v.1 #1 4

794.8 M5 A Scholastic
Apple 48k 39.95
educational games 4-16

Helps develop reading, writing, critical thinking skills, problem solving abilities, math and social studies skills.

MSSD + (9-12); KDES +; KLC/MA + (gr. 6, 8);

Only the Best; Classrm Comp Learn 1/84 +; J of Learn Disabilities 1/84 +; Soft Rept A;

1- 5.25 disk; user guide; teacher's edition

KLC/MA: The "Haunted House" program was super, unfortunately we couldn't use some of the games without a data disk.

Microzine v.1 #2 **4.3**

794.8 M5 A — Scholastic
Apple 48k — 39.95
educational games — 4-16

Helps develop reading, writing, critical thinking skills, problem solving abilities, math and social studies skills.

MSSD + (9-12); KDES +; KLC/MA ++ (Wasserman);

Only the Best; J of Learn Disabilities 1/84 +; Classrm Comp Learn 1/84 +; Soft Rept A;

1- 5.25 disk; user guide; teacher's edition

KLC/MA: "Northwoods Adventure" was excellent for reading, comprehension, and directions. "Melody Maker" was difficult without assistance. "Ride the wind" good introduction, need assistance for game "word ladder". Super for language and spelling.

Microzine v.1 #3 **4**

794.8 M5 A — Scholastic
Apple 48k — 39.95
educational games — 4-16

Helps develop reading, writing, critical thinking skills, problem solving abilities, math and social studies skills.

MSSD + (9-12); KDES +; KLC/MA + (Wasserman);

Only the Best; J of Learn Disabilities 1/84 +; Classrm Comp Learn 1/84 +; Soft Rept A;

1- 5.25 disk; user guide; teacher's edition

KLC/MA: "Pinecrest Manor" game has excellent graphics and is great for reading, comprehension and problem-solving skills, but is very time consuming for students. "Robot Game" is difficult without supervision. Students enjoyed "Tag" (grades 5/7).

Microzine v.1 #4 **3.7**

794.8 M5 A — Scholastic
Apple 48k — 39.95
educational games — 4-16

Helps develop reading, writing, critical thinking skills, problem solving abilities, math and social studies skills.

MSSD + (9-12); KDES +; KLC/MA # (Wasserman);

Only the Best; J of Learn Disabilities 1/84 +; Classrm Comp Learn 1/84 +; Soft Rept A;

1- 5.25 disk; user guide; teacher's edition

KLC/MA: There was only one game the students could use. "Traps" was difficult for students to use keyboard for movement. "Adventures in the Microzine" - very enjoyable with great graphics (grades 5/7).

Microzine v.1 #5 **4**

794.8 M5 A — Scholastic
Apple 48k — 39.95
educational games — 4-16

Helps develop reading, writing, critical thinking skills, problem solving abilities, math and social studies skills.

MSSD + (9-12); KDES +; KLC/MA + (Wasserman);

Only the Best; J of Learn Disabilities 1/84 +; Classrm Comp Learn 1/84 +; Soft Rept A;

1- 5.25 disk; user guide; teacher's edition

KLC/MA: "Pictures of the Seas" is great for reading comprehension and decision-making skills. I could not use several of the games without a data disk. It has great graphics! "Amazing Robot II is difficult without supervision. I was unable to play "Fences".

Microzine v.1 #6 **3.3**

794.8 M5 A — Scholastic
Apple 48k — 39.95
educational games — 4-16

Helps develop reading, writing, critical thinking skills, problem solving abilities, math and social studies skills.

MSSD + (9-12); KDES +; KLC/MA + (Wasserman); Oceanside/NY - (5-6);

Only the Best; J of Learn Disabilities 1/84 +; Classrm Comp Learn 1/84 +; Soft Rept A;

1- 5.25 disk; user guide; teacher's edition

KLC/MA: The graphics were good. Use of language and reading skills is excellent.

Microzine v.1 #7 **4.3**

794.8 M5 A — Scholastic
Apple 48k — 39.95
educational games — 4-16

Helps develop reading, writing, critical thinking skills, problem solving abilities, math and social studies skills.

MSSD + (9-12); KDES +; KLC/MA + (Wasserman); CO.NECBOCES ++ (6, 12);

Only the Best; J of Learn Disabilities 1/84 +; Classrm Comp Learn 1/84 +; Soft Rept A;

1- 5.25 disk; user guide; teacher's edition

KLC/MA: "Brain Drain" was fun, great for reading comprehension. "City Blocks" was difficult. CO.NECBOCES: Although we rated it excellent, we would never use this enough to justify buying it.

Microzine v.1 #8 **4**

794 M5 v.1 no. 8 A — Scholastic

Apple 48k 39.95
educational games 4-16

Helps develop reading, writing, critical thinking skills, problem solving abilities, math and social studies skills. Improves word processing etc.

MSSD + (9-12);

Only the Best; J of Learn Disabilities 1/84 +; Classrm Comp Learn 1/84 +; Soft Rept A;
1- 5.25 disk; user guide

Microzine v.1 #9 4.3

794.8 M5 A Scholastic
Apple 48k 39.95
educational games 4-16

Helps develop reading, writing, critical thinking skills, problem solving abilities, math and social studies skills.

MSSD + (9-12); KDES +; KLC/MA + (Wasserman); CO.BOCES ++ (5-6);

Only the Best; J of Learn Disabilities 1/84 +; Classrm Comp Learn 1/84 +; Soft Rept A;
1- 5.25 disk; user guide; teacher's edition

KLC/MA: " The Big Nap" is excellent for reading comprehension and decision making skills. CO.BOCES: Great program- interest level is high. The only problem is getting back to the same point you left the story without having to go all through it again.

Microzine v.1 #10 4.5

794.8 M5 A Scholastic
Apple 48k 39.95
educational games 4-16

Helps develop reading, writing, critical thinking skills, problem solving abilities, math and social studies skills.

MSSD + (9-12); KDES +; KLC/MA ++ (Wasserman); CO.NECBOCES ++ (6-8);

Only the Best; J of Learn Disabilities 1/84 +; Classrm Comp Learn 1/84 +; Soft Rept A;
1- 5.25 disk; user guide; teacher's edition

KLC/MA: The vocabulary and reading level is too difficult. It is more appropriate for students with a higher reading level. The activities were difficult for my students (grades 5, 7). Excellent graphics!

Microzine v.1 #11 4

794.8 M5 A Scholastic
Apple 48k 39.95
educational games 4-16

Helps develop reading, writing, critical thinking skills, problem solving abilities, math and social studies skills.

MSSD + (9-12); KDES +;

Only the Best; J of Learn Disabilities 1/84 +; Classrm Comp Learn 1/84 +; Soft Rept A;
1- 5.25 disk; user guide; teacher's edition

Milliken word processor 5

652.5 O2m 1984 A Milliken
Apple 64k 69.95
word processors K-12

Designed for use by lower elementary grades. Includes write, edit and print functions. Graphics used for identification of basic functions. Activities.

NTID ++ (Russell); CentreCon/Can ++ (Blanche);

Soft Rept B+; Family Comp 3/85 +;
2- 5.25 disks; user guide

CentreCon/Can: This simple word processor motivated students to keep a daily journal via the computer - thanks! Teacher used it as well.

Mind puzzles 4.5

513.43 M5 1983 A MECC
Apple 48k 59.00
mathematics-logic/problem solving 6-9

Challenges user's sense of logic and intuition. Users must solve problems logically and to use the computer as an exploratory tool.

CO.NECBOCES ++ (6, 10-11); BerryhillEl/FL + (3-5);

Only the Best; NEA+: CEC+;
1- 5.25 disk; teacher's guide

CO.NECBOCES: The kids loved this! They weren't used to this type of program. It really challenged their thinking process. BerryhillEl/FL: Would only recommend this for 4th, 5th or older grades. What a challenge. But they liked it after they got the hang of it.

Mindstretcher series 2.5

794.82 M5 A (d) Island Software
Apple 48k 125.00
mathematics-basic skills 3-9

Encourages user to notice small details that will help him/her solve the puzzle.

HES - (May); MARQUETTE.ALGERISD # (Pontti); ASD # (Andrews); ALSD - (Gallahar);

Only the Best; Bklst 11/1/83 +; Ed Comp Mag 1-2/83 +; Elect Learn 11-12/82 +; Soft Rept B+;
5- 5.25 disks containing 9 programs; 9 teaching guides in 1 folder

ASD: Some of the games were very good and challenged the students to use thinking strategies. Some of the games were mediocre and not too interesting.

Miner's cave 3.5

627.811 M5 1988 A MECC
Apple 128k 59.00
science-basic skills 3-6

Simulations for users to experiment with a variety of simple machines in different spatial environments.

KLC/MA + (6,8); ARSD # (6-8);

Sch Lib J 1/89 +;
1- 5.25 disk; teacher's guide

KLC/MA: The worksheets were very helpful. "Master Miner" was challenging and fun. My students (gr. 6, 8) needed assistance even though it is recommended for grades 3-6. I don't think a 3rd, 4th or 5th grader could do it independently. ARSD: Too difficult for desired target group.

M-ss-ng l-nks: classics, old & new 4.5

418 C5mss 1983 A Wings/Sunburst
Apple 48k 65.00
reading-comprehension skills 7-12

User fills in the blanks by making educated guesses based on knowledge of word structure, spelling, grammar, meaning in context, and literary style.

LJHS + (Vaughan); WISD + +; PostFallsDist/ID + + (Stoddard); IRS/IL + (Zoelzer);

Creative Comp 5/84 +; Soft Rept A-; Compute 1/85;
1- 5.25 disk; teacher's guide

M-ss-ng l-nks: micro encyclopedia 3.6

418 C5msn 1984 A Wings/Sunburst
Apple 48k 65.00
reading-comprehension skills 4-8

User fills in the blanks by making educated guesses based on knowledge of word structure, spelling, grammar, meaning in context, and literary style.

LJHS + (Vaughan); PostFallsDist/ID + (Stoddard); LinnBenCC/OR # (Krabhe); WISD + +; NYMONROEBOCES1 + (Reich); ScrantonSSD/PA + (Barrett); PiedmontReg/VA - (Valenzuela); CO.NECBOCES # (Bieber);

Only the Best; Creative Comp 5/84 +; Soft Rept A-; Compute 1/85;
1- 5.25 disk; teacher's guide

LinnBenCC/OR: Reading level too advanced for mildly handicapped. NYMONROEBOCES1: Language level is pretty complex. The story content is excellent. PiedmontReg/VA: My students found this software to be difficult and quite frustrating. CO.NECBOCES: Children weren't really excited by this.

M-ss-ng l-nks: young people's literature 3.7

418 C5ms 1983 A Wings/Sunburst
Apple 64k 65.00
reading-comprehension skills 4-6

User fills in the blanks by making educated guesses based on knowledge of word structure, spelling, grammar, meaning in context, and literary style.

WASSD - (Merlino); NYSD + + (Spidal); MARQUETTE.ALGERISD + + (Pontti); Manhattan/KS +; WISD + +; Underwood/NC + (Little); BerryhillEl/FL # (Rawls); Covington/VA + + (Fey); NikkariEl/MI + (4); DCSHospSch/NC -- (4);

EPIE +; Creative Comp 5/84 +; Soft Rept A-; Compute 1/85;
1- 5.25 disk; teacher's guide

Underwood/NC: Gave adequate response time; able to choose number of questions you can make before correct answer appears on screen. Manhattan/KS: The print could have been larger and more space between words. BerryhillEl/FL: My kids (grade 5) got frustrated with this. Covington/VA: Although the concept behind this program is so simple, it does a very nice job of addressing the teaching objective outlined on page 3 of the manual. My students enjoyed the literature and the competition! DCSHospSch/NC: No graphics-boring.

Modern writing skills

808.04 M6 1988 A Aquarius
Apple 48k 270.00
English/language arts-writing 9-16

Designed to help users learn a structured writing process that will enable them to write a coherent, unified five-paragraph essay. Famous literary works are used as text so that users can apply this instruction to their classwork.
6- 5.25 disks; teacher's guide

Money series: more counting 2.7

332.4 M6 1989 A Hartley
Apple 64k 49.95
mathematics-currency 1-3

Helps user learn to count coins. Coins are actually moved and counted on screen. Teacher can control the number of problems presented.

KLC/MA - (Wasserman); INSD + (3-5); WesthillHS/NY - (9-12);
1- 5.25 disk; user guide

KLC/MA: It was too boring and the activities were not challenging enough. The program has too much repetition. Games were boring and the use of the half-dollar is outdated. INSD: I feel that sometimes it is hard to tell which coins are which because the graphics are not always clear. WesthillHS/NY: Graphics are very poor.

Money series: step 1 counting 3.5

332.4 S? 1988 A Hartley
Apple 48k 49.95
mathematics-currency 1-5

Multi-level lessons begin with introductory frames followed by randomly generated problems. A tutorial is given when a problem is missed. Can modify.

ALSD + (Gallahar); Crestline/OH + (Petty); MillburnDay/NJ + (Bradway); KLC/MA - (Wasserman);

Media & Methods + 5-6/89 p.70
1- 5.25 disk; user guide

KLC/MA: The program was basically a drill which was boring. Graphics were good, but the reinforcements were repetitive. It could be interesting with the right reinforcements.

Money works 3.9

332.4 M6 1987 A MECC
Apple 128k 59.00

mathematics-currency 1-4

Users learn the basics of money handling and minting by practicing a combination of identification and math skills

WilcoxEl/HI - (Smalling); NoTrailsAEA/IA + (Garriott); MiltonEl/VT - (Bensinger); KLC/MA ++ (Wasserman); StoneCo/MS + (6-7); HIPLakeview/KS ++ (2-4); INSD ++ (3-5);

Only the Best 1989;
1- 5.25 disk; teacher's guide

WilcoxEl/HI: Graphics were not good. NoTrailsAEA/IA: ..the children love it. MiltonEl/VT: Too confusing - hard to count. Flat coins are easier to count - much more visual/realistic. KLC/MA: A little difficult to set up teacher options but worth it for individual needs. The graphics were good. HIPLakeview/KS: This program gives practice in the exact areas our students (grades 2-4) needed. Students enjoyed counting out the change needed. The graphics in coin dropping were a little difficult to count but still readable. INSD: I like the way one can change the level of learning. We ordered this one for purchase.

Money! money! 3.7

513 M6 1986 A Hartley
Apple 48k 49.95
mathematics-currency 1-5

Gives extra practice in counting and determining the value of money. Designed to provide the teacher or student with a mini-authoring system.

HES + (May); SouthHS/CO ++ (Benson); AZSDB # (McCoy); TaftMS/OK + (Andrus); MayoHS/MN + (Winters); WISD +; PortsmouthHS/NH - (O'Sullivan); KLC/MA - (Wasserman); DCSHospSch/NC # (9); StoneCo/MS + (6-7); MacDoelEl/CA ++ (6); RoweEl/NV + (3-5); NikkariEl/MI + (3-4);

Soft Rept A-; J of Learn Disabilities 6/85 +; EPIE -;
1- 5.25 disk; user guide

SouthHS/CO: The program does address a fairly wide range of skill levels in dealing with money. This is good because the appropriate level can be used for each student. AZSDB: Program could have been more creatively executed. Not the most appropriate use of computer as a vehicle for this task. SouthHS/CO: I thought the program was especially good in the manner in which the degree of difficulty is increased. KLC/MA: The games were too boring and the graphics were not realistic enough. MacDoelEl/CA: It gives children an opportunity to learn how to use and count their money. It was hard exiting from the program.

Monty plays scrabble 4

793.7 M67 1984 A (d) Ritam Corp.
Apple 48k 39.95
English/language arts-spelling 9-16

Computerized scrabble opponent. Up to three persons can play.

MSSD + (9-12); MT.MSDB + (Schwabe/Gillis); WASSD + (Merlino); ORSSD # (Cruscial); PostFallsDist/ID + (Stoddard); BrashearHS/PA ++ (Cametti); LouisaHS/VA ++ (Meadows); WISD #; MansonJSH/IA + (Hatchett);
1- 5.25 disk; user guide

BrashearHS/PA: Disadvantage: cannot easily hide your letters from human player! MansonJSH/IA: It motivated the kids (8-10) to get other work done when offered on a reward basis. Needs a spell checker. Monty and Kids could use "words" that were not really words.

Moptown hotel 3.4

160 G7m A (d) Learning Co.
Apple 48k 39.95
logic/problem solving 3-7

16 moppets, all different, are featured in the Moptown Hotel games. There are seven games, color graphics, player choice of level and optional sound.

SECTOR +; MT.MSDB + (Schwabe/Gillis); LouisaHS/VA # (Meadows); Arey/IA - (Salinas/Schledewitz); Miller/KS + (5);

Only the Best; NEA +; Alberta +; Soft Rept A; Crseware Rept Card 12/83 +; MicroSIFT 5/83 +;
1- 5.25 disk; user guide

Miller/KS: An excellent tool for practicing logic, but some of the games were hard! (gr. 5).

Moptown parade 3.8

160 G7mo A (d) Learning Co.
Apple 48k 39.95
logic/problem solving 1-5

16 moppets, all different, are featured in the Moptown Parade games. There are seven games, color graphics, player choice of level and optional sound.

MT.MSDB + (Schwabe/Gillis); SECTOR +; LakeDrSchHI/NJ + (Cheskin); MaplewoodEl/IN # (Kingsbury); FSDB + (Schuler/Waterman); WaukeganHI/IL + (Yepsen); BerryhillEl/FL + (gr. 1-5);

High/Scope #; Only the Best; NEA +; Alberta +; Soft Rept A;
1- 5.25 disk; user guide

LakeDrSch/NJ: You need a color monitor - program is a nice supplement when teaching certain concepts, but because of the limited number of examples, can only be of short term use. It would be a nice addition to a software library. MaplewoodEl/IN: Doesn't appeal to children and context can be covered better in other ways. FSDB: Language is compatible to academic level. Included in the documentation are sample worksheets for students to practice the skills and problem-solving strategies of each game. On the disk itself, there are sample programs that allow the students to practice before actually playing the game. Can be used with TV monitor for whole class use. BerryhillEl/FL: The kids liked it. Learning Co. is a great producer of software for kids. I

liked the problem solving opportunities. Hearing impaired kids really need this.

Mr. Pixel's programming paint set

006.6 M7 1985 A (d) Mindscape
Apple 64k 39.95
art 3-8

Drawing program designed to help develop analytical thinking skills, exercise creativity, improve concentration, and utilize reasoning skills.

Bklst 9/4/85 +;
1- 5.25 disk; user guide

MultiScribe GS 4

652.5 H3m 1988 A (d) Quality
Apple IIgs 768k 99.95
word processors 9-adult

Offers Macintosh like capabilities for the Apple IIgs, includes pull down menus, dialogue boxes, scroll bars, windows and more.

LenaweeISDist/MI + (Ross);
Classrm Comp Learn 4/87 ++; Comp Teach 2/87 ++; A+ 12/87 ++; Family Comp 2/87 +;
3- 3.5 disk; user guide

LenaweeISDist/MI: Very involved.

Multiple choices

371.26 S 1989 A Mindscape
Apple 128k 59.95
utilities-drill/test generators K-12

Allows for the creation of puzzles, games, and quizzes appropriate for any age or grade level. It allows the teacher to manipulate information into a variety of formats such as word search, scramble, jumble, matching, true/false and fill in the blank.
1- 5.25 disk; user guide

Muppet word book 4.5

421 M8 1986 A Wings/Sunburst
Apple 64k 65.00
early learning/preschool preK-1

Beginning language concepts are presented in games that feature the Muppet characters. Teaches upper and lower case letters, word endings, consonants, etc.

SpecNeedsLib/MD ++ (Kaplan); SAK/NM ++ (Klein); MultiDistHI/MO ++ (K-1); StaffordEl/NJ + (K-2); CentreCon/Can + (K-2); BOCES1/NY + (K-2); BerryhillEl/FL + (preK-1); CousinoHS/MI ++; Endeavor/NJ + (1); KLC/MA + (2); Edison/MI ++ (K-2); Jenks/OK ++ (1-2); HarbourEl/Can ++ (K-2);
Only the Best; Classrm Comp Learn 2/88 ++; Closing the Gap 2-3/88 +; High/Scope ++;
1- 5.25 disk; user guide; pack of cards

SpecNeedsLib/MD: We ordered this program! It worked great with the Touch Window. Patrons with learning disabilities and CP benefited greatly! SAK/NM: Very motivating - children could go ahead and move at their own pace. I really like this for individual work. Graphics and reinforcement are excellent. CentreCon/Can: (Recommend for purchase) Possibly, but may need to consider the other materials that are referred to in this package. BOCES1/NY: Good visuals and easy to use. BerryhillEl/FL: It is a good buy for the money. CousinoHS/MI; Too low level for my students (gr. 9), but would be good for preschool - 2nd grade. Lots of flexibility. Endeavor/NJ: Very flexible and adaptable. KLC/MA: Graphics were super. I would have liked a special reinforcer to let students know she or he did a really good job for a particular score. HarbourEl/Can: Great graphics. Very good activities, especially for those with a beginning vocabulary base (e.g. grade 2). Also appreciated large print word processor part of the program.

Muppetville 4.8

155.413 M8 1986 A Wings/Sunburst
Apple 64k 65.00
early learning/preschool preK-1

Users learn to recognize colors, shapes, numbers, and patterns as Kermit takes them through Muppetville.

HamiltonDist/OH ++ (Blakely); BrentwoodEl/NC ++ (Cody); Miller/KS ++ (preK, 3); INSD ++ (1); Edison/MI + (K-2); Jenks/OK ++ (K-5); RoweEl/NV # (Kinder.);
Only the Best; Classrm Comp Learn 2/88 ++; Closing the Gap 2-3/88 +; Soft Rept A; High/Scope ++;
1- 5.25 disk; user guide

HamiltonDist/OH: It appropriately met the academic needs of my six year old student.
BrentwoodEl/NC: Students loved this program which features muppet characters. Miller/KS: One musical game requires more hearing than any of my students have. You must have a color monitor which we don't have. The children (grades preK and 3) loved the graphics. INSD: It was highly motivating to our special needs students. Edison/MI: This held the interest of learners at different instructional levels. Muppet Factory was an especially good program for supporting math curriculum. Animal's Apartment House was not appropriate for more profoundly deaf students but good auditory training for hard of hearing students. Jenks/OK: This program was fun and excellent for primary grades.

Murphy's minerals 3.5

549.97 M8 1990 A MECC
Apple 128k 59.00
science-earth science 3-6

Users learn how to classify like objects based on color, size, shape, design, class, and use with this board game.

DCSHospSch/NC + (9-10); APSEA/NB3 # (9-10);
1- 5.25, 1-3.5 disks; teacher's guide

APSEA/NB3: Recommend for teaching terminology-as pre-teaching for physics unit.

Music theory 3.7

781.07 M8 1983 A (d) MECC

Apple 48k 59.00
music 3-12

Provides instruction on music terminology and notation, rhythm, and pitch. Includes 18 drills.

ALSD + (Gallahar); StAlphonsus/Can # (O'Brien); CASB + (adult);
1- 5.25 disk; teacher's guide

StAlphonsus/Can: This assumes that students have a great musical theory background. It is excellent and comprehensive but boring to students. Not colorful or exciting to use but a teaching tool with possibilities.

Mystery matter 4

530.4 M9 1988 A MECC
Apple 128k 59.00
science-chemistry 3-8

Simulation that allows students to use a variety of tools to test unknown matter for certain physical and chemical characteristics.

KLC/MA + (6, 8);
Media & Methods + 5-6/89 p72;
1- 5.25, 1- 3.5 disks; teacher's guide

KLC/MA: Great graphics! Very helpful worksheets for students who needed assistance with this program.

Mystery objects 4.5

500 M9 1988 A MECC
Apple 128k 59.00
science-chemistry 2-4

Simulation that allows students to use a variety of tools to test a hidden object for certain physical characteristics. Students then must identify.

KLC/MA ++ (1, 6, 8); BerryhillEl/FL + (3-5); ClementsJHS/VA + (7); INSD ++ (4-5);
Sch Lib J 2/89 +;
1- 5.25 disk; teacher's guide

KLC/MA: Excellent program. Good use of adjectives. I liked the different levels. Graphics were great. BerryhillEl/FL: Would recommend for purchase because it has different levels and there was a lot of interest in it (grades 3-5). It would be great for a science fair. INSD: It's on my list of "must buys" when we have the money! The students were motivated to succeed.

Mystery of the hotel Victoria

510 M1 1990 A Tom Snyder
Apple 64k 74.95
mathematics-basic skills 5-8

User has just been hired as a detective by Bert, the hotel owner. Bert is upset about some mysterious disappearances. Mystery unfolds as math problems are solved. Graphics draw users into places where they meet people needing help with math problems.

Classrm Com Learn Award of Excellence
1- 5.25 disk; quick start ref. teacher guide

Mystery sentences 3.8

428 M9 A Scholastic
Apple 48k 39.95
reading-decoding skills 4-9

Challenges users to stretch their verbal and analytical skills as they try to uncover the missing parts of the mystery sentences.

MSSD - (9-12); NYSD + (Spidal); HawaiiHI # (Monikawa); FSDB + (Garrett/Greco) Underwood/NC + (Cody); MillburnDay/NJ # (Bradway); UmatillaDist/OR ++ (Savard); CO.BOCES ++ (6, 8);
Only the Best 1989; Elect Learn 5-6/85 +;
2- 5.25 disks; user guide

HawaiiHI: Too difficult for my students - needs more clues. FSDB: This is a shell program; the teacher controls the language used. This program can be easily used across all subject areas. The teacher can control the kind of clues students see, etc. Underwood/NC: (Would not recommend for purchase because it is) too difficult for my students (grades 3-5). My students became easily frustrated with this program because it was too difficult. MillburnDay/NJ: Too high level. UmatillaDist/OR: I found most of the subject areas too high for my student (grade 5) but he was still motivated. He did much better when we made our own sentences. CO.BOCES: Very educational.

N

New talking Stickybear alphabet 3.5

372.414 H4n 1988 A Optimum
Apple IIgs 512k 49.95
early learning/preschool preK-K

Three activities designed to encourage alphabet learning. Features upper and lower case letters and two pictures per letter. Sound.

Riverside/IA # (Schledewitz); NikkariEl/MI + (preK-1);
Only the Best; Soft Pubs Assoc "Best Early Ed Prgm" 1989; Media & Methods ++ 5-6/89 p.68; *Media & Methods May/June 1990* ++;
2- 3.5 disks; user guide; sheet of stickers; poster

Riverside/IA: Doesn't really give enough practice. Students had a hard time understanding how to change letters.

Newsroom 3.1

070.17 N48 1984 A Queue
Apple 64k 59.95
desktop publishing 7-12

Uses the computer to design newspapers, from pictures to text. Includes supplemental disk "Clip art v.1" and lesson guides by Scholastic.

MSSD + (9-12); COSDB + (Fleharty); BrashearHS/PA # (Cametti); NWNazareneC/ID - (Drahn); SpecNeedsLib/MD - (Kaplan); WISD +; PortsmouthHS/NH #;
Soft Rept A; Classrm Comp Learn 9/85 +; *Comp Teach* 8-9/85 +; *Only the Best; Nibble* 3/86 +

2- 5.25 disks; user guide

COSDB: Fun way to do letters, news letters, etc. BrashearHS/PA: Found this too complex and did not like the use of unorthodox keys or combinations for standard operations. NWNazareneC/ID: Too complex. Kids love the graphics, however (elem./Jr. High). SpecNeedsLib/MD: Program was difficult to use. The directions were unclear and we were never able to create anything.

Nibble v.4 #5B Ram-pad/spelling tutor/time teacher — 3.3

005.329 R3 1983 A — Nibble
Apple 48k — 23.95
mathematics-telling time — 3-12

Four programs from the pages of the magazine of the same name.

NWISEPSL/IN # (Kimble); NYMONROEBOCES1 # (Reich); WaukeganHI/IL + (Yepsen);
1- 5.25 disk; 5 user guides;

NYMONROEBOCES1: Can't control rate of Math Monster. Could not understand nor find (in manual) the way to change from one program to another nor how to stop the program to begin again. WaukeganHI/IL: Spelling tutor offers no word configuration clues since it's done in all capital letters in an unusual print. Math Monster doesn't offer a second chance after an error is entered.

Nibble v.4 #6B Word find/slot finder/search/text. — 2

005.329 W6 1983 A — Nibble
Apple 48k — 23.95
educational games — 3-12

Various games.

Miller/KS - (adult);
1- 5.25 disk; 5 user guides;

Miller/KS: I had to turn the computer off everytime I wanted to change programs. One program is to teach preschoolers to recognize numerals. If he doesn't recognize the number he shouldn't be searching for the right key to type. The word search works nicely.

Nouns/pronouns — 3.8

372.6 N5 1983 A (d) — Hartley
Apple 48k — 49.95
English/language arts-grammar — 2-9

This is a comprehensive, multi-level program on the use of nouns and pronouns. Concept is introduced followed by practice.

SECTOR + +; MSSD - (9-12); MICC +; LJHS + (Vaughan); NWISEPSL/IN + (Kimble); SouthEl/IA + + (Skibsted); ElmCreekLib/KS - (Robinson); StaffordEl/NJ + (Lithgow); WISD + +; MT.MSDB + + (Knuth); PiedmontReg/VA + (Valenzuela); Underwood/NC + + (Little); Crestline/OH + (Petty); NWSpEd/IL + (Klusmeyer); NoTrailsAEA/IA + (Garriott); LakeDrSchHI/NJ # (Cheskin); Jenks/OK # (Pride); KLC/MA - (Wasserman); StoneCo/MS + (6-7);

MicroSIFT + (1/83); NEA +; Soft Rept A; EPIE -;
1- 5.25 disk; user guide

SouthEl/IA: Excellent program. Tied right in with our language series we are doing. StaffordEl/NJ: Coding the lessons in order to enter program was too difficult for kids. (K-4). PiedmontReg/VA: Good review for high school level students. Underwood/NC: This program was excellent for teaching the correct use of nouns and pronouns. NoTrailsAEA/IA: Nice program - requires a lot of reading, but my 2nd and 3rd graders enjoyed it. Would not recommend for purchase because it is a straight drill - the children were bored. Words seem crowded on the screen and not always clear to the child where the example ends and the question begins. Jenks/OK: Drill only - not interesting enough to the kids (grade 7). Same goals can be reached on other mediums. KLC/MA: IT was drills only. Boring for students. Lessons, reading level and content info were good, but reinforcement and graphics were dull. Activities were too repetitive.

Number factory — 2

510 N8 1985 A (d) — Queue
Apple 48k — 25.00
mathematics-basic skills — 1-8

Program is an interactive game for young children, designed to teach concepts of place value and carrying, or re-grouping.

COSDB - (Fleharty); INSD # (4-5); KLC/MA -- (2);
1- 5.25 disk; user guide

KLC/MA: Very boring and tedious to use - using groups of 3 does not accurately relate concept or re-grouping.

Number farm — 4.3

513 N8 1984 A — DLM
Apple 48k — 32.95
mathematics-number systems — preK-2

Helps users recognize numbers 1 through 9, etc. Six games for one or two players.

FSDB + (Cushing/Edge); LakelandAEA/IA + + (Wethor); BrentwoodEl/NC + (Cody); Filling/OH # (Zellers); CO.BOCES + + (preK); KLC/MA + + (2); NikkariEl/MI + (preK-2);

Only the Best; inCider 8/84 +; Elect Learn 7/84 +;
1- 5.25 disk; user guide; photocopy master

FSDB: One of the games, Animal Quackers, is auditory based. Students count animal sounds. This will depend on the students' auditory skills. BrentwoodEl/NC: Students (grades 3-5) enjoyed all 6 games. CO.BOCES: We loved it! The audio was great. KLC/MA: This was a wonderful disk!! The games were all different and fun. The graphics were superb! An excellent tool for number concepts and auditory training. NikkariEl/MI: The little kids (preK-2) liked this program.

Number munchers 4.2
513.21 N8 1986 A MECC
Apple 64k 59.00
mathematics-basic skills 3-adult

Features an educational game that reinforces basic mathematics skills and concepts.

BerryhillEl/FL + (Rawls); KLC/MA + (6, 8); NikkariEl/MI + (preK-4); Covington/VA ++ (9);

Classrm Comp Learn "Best of the Decade" 5-6/90; *Only the Best;*
1- 5.25 disk; teacher's guide

BerryhillEl/FL: (Would not recommend for purchase because it is) not worth the expense. It was very difficult for my kids (grades 3-5). KLC/MA: I would like the ability to slow down the pace of some of the difficult games. It has super graphics. NikkariEl/MI: This is difficult for any of our elementary students. Covington/VA: It is a good program for teaching reinforcing basic math skills.

Number stumper 4
794.82 S6n 1984 A (d) Learning Co.
Apple 48k 39.95
mathematics-basic skills 1-4

O'Leary shows users how to play games with his lucky dice. Provides children with playful and exciting ways to explore math skills.

HES + (May); WaukeganHI/IL + (Yepsen); Underwood/NC + (Cody); KLC/MA + (Wasserman);

EPIE +; *NEA* +;
1- 5.25 disk; teacher's guide

WaukeganHI/IL: My students enjoyed thinking with this program (3rd grade). KLC/MA: Good drill for addition and subtraction facts. Would have liked inclusion of multiplication and division.

Number words level 1 4
428.4 N8 1981 L I A Hartley
Apple 48k 39.95
early learning/preschool K-2

Designed to help beginners match numerals to the appropriate number words. Lessons randomly present 30 number words user must find correct number on keys.

WISD ++; Underwood/NC + (Little); LakelandAEA/IA - (Wethor); INSD + (2-3); Miller/KS ++ (preK-2); AGBell/OH (1);

MicroSIFT 4/83 +;
1- 5.25 disk; user guide

Underwood/NC: Good drill work, but limited in uses. Miller/KS: Would recommend because it allows for independent drilling on number words. There is not a lot of visual reward after each answer. I like this because it saves time.

Number words level II 4.5
428.4 N8 1983 L II A Hartley
Apple 48k 49.95
mathematics-basic skills 2-5

Companion to Number words level 1. Provides practice writing numbers words as numerals, beginning with one hundred and continuing to the millions.

WISD ++; Underwood/NC + (Cody);

MicroSIFT 4/83 +;
1- 5.25 disk; user guide

O

Odell lake 3.5
574.53 O3 1986 A MECC
Apple 64k 59.00
science-ecology/environment 4-6

Designed to teach users about predator/prey relationships and food chains.

VSDBH + (Singleton); MarshallHSHIP/VA # (9-12);

Only the Best 1989; Classrm Comp Learn 2/88 ++ & "Best of the Decade" 5-6/90
1- 5.25 disk; teacher's guide

MarshallHSHIP/VA: Very limited in information. The students (grades 9-12) enjoyed this although it seemed very repetitive to me.

Oh, deer! 5
639.9 O3 1983 A MECC
Apple 48k 59.95
science-ecology/environment 5-9

Users must balance a community's needs with nature's needs in a simulation based on actual events.

VSDBH ++ (Singleton);

Only the Best; NEA+;
1- 5.25 disk; user guide

Ollie and Seymour 2
372 O4 1987 A Hartley
Apple 48k 59.95
early learning/preschool K-1

Simulated community park full of places and activities to explore. Teaches directionality, thinking skills, and traffic safety.

FGIPHI/VT -- (Lefebvre); LakeDrSchHI/NJ - (Cheskin); Arey/IA -- (Salinas/Schledewitz); BerryhillEl/FL - (gr. K-1); Miller/KS + (K, 3);

High/Scope +;
1- 5.25 disk; user guide; quick ref card

FGIPHI/VT: Not appropriate for my students (EMR). LakeDrSchHI/NJ: Boring - not enough variety for the games. Arey/IA: I saw little or no educational value for this program in relation to my students grades K, 2, 4, and 5. I also found it difficult to work with. BerryhillEl/FL: Boring. The kids did not like it. Hard to make them understand. Takes too much time and there is not enough time on task. Miller/KS: This program is not very adaptable to ages/abilities. Once a child has mastered the program, he loses interest. My 5 year old loved this program. He liked making the man/boy run.

He learned to follow clues and go around dangers. When I sat with him, there was a lot of communication/language. He quickly lost interest if I was unable to participate. It was an excellent tool for teaching language and discussing safety (crossing streets and strangers). The color words were all in caps. A beginning reader needs upper and lower case letters for reading.

Operation: frog — 4

591 O6 1984 A — Scholastic
Apple 64k — 59.95
science-biology/animal organisms — 4-10

A simulated lab for dissecting frogs. Users must also put the frog back together.

NYSD ++ (Spidal); ASD + (Kenausis); Arrowhead2 - (7);

Comp Teach +; *Only the Best*; A+ *12/87* ++; *Family Comp 4/85* +;

1- 5.25 disk; user guide

NYSD: We use this with our high school science students - Great! Arrowhead2: Poor graphics. Explanations of organ functions would be more helpful. Not at a low enough level.

Oregon trail — 4.4

979 O6 1986 A — MECC
Apple 64k — 59.00
social studies-decision making/values — 5-adult

Users pretend to be easterners preparing to head west. They make decisions on what to bring, when to leave, how to ration, etc.

WISD +; KLC/MA ++ (Wasserman); ClementsJHS/VA + (6-9); UWay/FL + (8); CibolaHS/AZ + (9-12);

Only the Best; Classrm Comp Learn 10/86 + & "Best of the Decade 5-6/90;

1- 5.25 disk; teacher's guide

KLC/MA: A super program! It's excellent for: history, decision-making skills, and reading comprehension. The graphics were excellent and the supplemental materials were superb. ClementsJHS/VA: The kids (grades 6-9) loved it! CibolaHS/AZ: This is a good program to help with decision making skills.

Osmotic pressure — 3.5

574 S62o 1982 A — Cambridge
Apple 48k — 50.00
science-biology — 10-14

Allows user to perform several simulated experiments involving osmotic pressure.

KDES +; NTID # (Russell)

MicroSIFT 1/85 +;

1- 5.25 disk; user guide

NTID: Undecided. Information presented may need instructional support.

P

PAVE: perceptual accuracy/visual efficiency training — 4

428.4 P3 1983 A — I/CT
Apple 48k — 80.00
reading-reading readiness — K-12

Designed to develop ocular motility, improve binocular coordination, increase accuracy of fixation, and other visual perceptual skills.

NTID ++ (Russell); CLEARYSD + (Veatch); VSDBH +; ChulaVistaJHS/CA # (Moran); MayoHS/MN + (Winters); WaukeganHI/IL + (Yepsen); FSDB + (Garrett/Williams/Waterman);

Bklst 1/1/85 +; *Bk of Apple Soft Su84* +; *Soft Rept 7/1/84* +;

1- 5.25 disk; teacher's guide; catalog; preview sequence sheet

MayoHS/MN: I felt not enough control over Flash test. Need more choices of program between medium and fast. Goes from 5 numbers 3 flashes to 7 numbers one flash. WaukeganHI/IL: The difference between "flash" slow and medium went from 3 to 5 digits. That's too big of a jump. The program was not very motivating for us. FSDB: To use this program independently, students should have some keyboarding skills.

PFS: file — 4

025.04 S3 1985 A — Software Pub.
Apple 64k — 231.25
data base managers — 9-16

Curriculum and lesson plans built around this well-known data base manager.

MSSD + (9-12); NTID # (Russell); SILACLD ++ (Ross);

2- 5.25 disks; teacher's guide

NTID: Sequence of lessons questionable. Gathering data for file and designing a file don't occur until lesson 8 and 9. Should occur earlier. Troubleshooting problems is difficult. Deleting records and then re-sequencing record numbers is difficult.

PFS: graph — 5

652.5 P47 1983 A (d) — Software Pub.
Apple 128k — 229.00
utilities-graphics — 9-adult

An easy to use graphics package that works alone or directly with PFS: File and VisiCalc. Produces bar, line or pie charts. Also produces "picture" images.

WISD ++;

2- 5.25 disks; user guide

PFS: report — 4.3

652.5 P4 1984 A — Scholastic
Apple 128k — 99.95
data base managers-report generators — 9-16

Scholastic's version of the popular report generator. Contains detailed documentation written for beginners and experienced users alike.

MSSD + (9-12); NTID # (Russell); SILACLD ++ (Ross); WISD ++;

Soft Rept A;

3- 5.25 disks; teacher's guide

NTID: PFS is sometimes a cumbersome program to use, with inherent frustrating problems (like numbering records after deleting a record). Troubleshooting problems is difficult and correcting them is tedious.

PSAT Word attack skills

378.1 P3 1984 A	(d)	Peachtree
Apple 48k		49.00
guidance-test taking		10-12

A tutorial helps prepare college-bound students for the antonyms portion of the Scholastic Aptitude Test.

3- 5.25 disks; user guide

PSAT/SAT analogies 3.2

378.1 P7p 1983 A	(d)	Peachtree
Apple 48k		49.00
guidance-test taking		10-12

Develops skills tested in the analogies portion of college entrance examinations. Word relationships and meanings are stressed.

WPASD - (Peery); MSSD + (9-12); BrashearHS/PA # (Cametti); PostFallsDist/ID ++ (Stoddard); DCSHospSch/NC - (11);

NEA +; Soft Rept A-; Only the Best;

1- 5.25 disk; user guide; product catalog; card

BrashearHS/PA: Language level too high especially for hearing impaired. DCSHospSch/NC: I had difficult reading the print on the screen.

Paint with words 3.6

428 P3 1986 A	MECC
Apple 64k	59.00
early learning/preschool	preK-2

Enables young users to create pictures while learning new words. Words selected and placed on a background are transformed into corresponding images.

VSDBH + (Singleton); FSDB + (Cushing/Waterman); SAK/NM ++ (Klein); Crestline/OH - (Petty); CentreCon/Can + (Blanche); WaukeganHI/IL + (Yepsen); WolfvilleJHS/CAN + (K-2); StoneCo/MS - (7-9); KLC/MA # (2, 8); WallowaESD/OR + (K);

Only the Best; Closing the Gap 2-3/88 +; Elect Learn 1/87 A; High/Scope +; 1988 Ed Soft Preview Guide;

1- 5.25 disk; teacher's guide

FSDB: Language appropriate to target group (preK-lower elem.). It has a fairly good vocabulary list - but I wish we were able to add our own. SAK/NM: Needs adult to initiate program but child quickly took over. Graphics and printer made this very stimulating. Ease of changing picture around stimulated oral language - even when solitary (child talked to self). Crestline/OH: Geared for preschool through 1st grade. CentreCon/Can: Limited vocabulary. If I could only add my own words into the lists it could have been 100% more effective. StoneCo/MS: My students (grades 7-9) lost interest quickly. KLC/MA: The graphics were excellent, but I found students (grades 2 and 8) got bored because after they completed the screen there was no reinforcement. My younger student needed my help to get started. WallowaESD/OR: Kindergarten level students were unable to do this independently.

Paintworks plus 5

006.6 P3 1986 A	(d)	Activision
Apple IIgs 512k, RGB monitor, 2.0 GS ROM		79.95
art		1-adult

Allows users to combine text with multi-colored graphics. Advanced paint program provides more than 4000 colors to fully utilize power of the IIGS.

ClementsJHS/VA ++ (6-9); HIPLakeview/KS ++ (2-5);

II Comp 12-1/87 +; Apple IIGS Buyer's Guide Fall/87 #; Apple User 10/87 +; Computerist 11/87 ++;

2- 5.25 disks; 2 user guides

ClementsJHS/VA: Would not recommend for academic usage but perhaps for teacher use or an art class. Quite advanced. HIPLakeview/KS: The children (grades 2-5) enjoyed using the graphics and incorporating them into their pictures.

Paper plane pilot 5

629.13 P36 1991 A	MECC
Apple 128k	59.00
science-physical science	3-6

Users are challenged to determine how each of four variables-plane shape, plane weight, launch angle, and launch force-affects the flight of paper airplanes. Users test planes by using different combinations of variables.

ClementsJHS/VA ++ (6-8);

Only the Best; Bklst 10/1/91; Sch L J 4/92; Sci & Children 10/91;

1- 5.25, 1- 3.5 disks; teacher's guide

ClementsJHS/VA: My students really enjoyed this program!

Path tactics 4.4

513 P3 1986 A	MECC
Apple 48k	59.00
mathematics-basic skills	K-6

Users playing alone or with friends move robots along a racetrack by solving counting, addition, subtraction, multiplication and division problems.

MiltonEl/VT + (Rideout); BerryhillEl/FL ++ (Rawls); WaukeganHI/IL ++ (Yepsen); KLC/MA ++ (Wasserman); NikkariEl/MI + (preK-1); INSD ++ (1-5); StoneCo/MS + (6-7); HarbourEl/Can + (K-2); APSEA/NB2 + (5);

Only the Best; High/Scope +;

1- 5.25 disk; teacher's guide

BEST COPY AVAILABLE

MiltonEl/VT: Not flexible in limiting response to a lower level of ability. BerryhillEl/FL: Great price. Great, flexible program. Kids loved it (grades K-5). WaukeganHI/IL: The program adds use of strategy to math skills. The students loved it! KLC/MA: This is a super game! The kids (grades 5, 7) and teachers loved playing it. It is excellent for teaching individual differences. NikkariEl/MI: Great program for motivating students. INSD: An excellent program. I want to run right out and buy it! I used it with all students from the lowest functioning special needs kids to the high level 5th graders! I particularly like the program for developing thinking skills. HarbourEl/Can: The children (grades K-2) needed to use different strategies in addition to successfully answering number sentences. They really enjoyed the games. Not as useful for the Kindergarten level. APSEA/NB2: Motivating program at an appropriate level (used with grade 5).

PatternMaker 3

006.68 P3 1984 A (d) SVE
Apple 48k 50.00
art 1-16

Encourages the exploration of symmetry, design, spatial relationships, and motion.

LJHS + (Vaughan); StoneCo/MS - (6-7); AGBell/OH # (1);

Classrm Comp Learn 3/85 +; EPIE ++;
1- 5.25 disk; user guide; quick reference card; product catalog.

StoneCo/MS: Too difficult and slow.

Patterns 4.3

372.8 P3 1988 A MECC
Apple 128k 59.00
mathematics-estimation K-1

Presents four programs designed to give users the opportunity to identify patterns and develop their visual and aural skills. Also helps users to recognize and understand the concept of patterns.

NoTrailsAEA/IA + (Anliker); NikkariEl/MI + (preK-Kinder.); KLC/MA ++ (2);

Curr Rev 4/89 +; Sch Lib J 12/88 +; Comp Teach 3/89 +;
1- 5.25 disk; teacher's guide

NoTrailsAEA/IA: This program is good to have for a while but the interest level was not high enough to purchase it. Some of the patterns were hard to see the first time. (grades 3-4). NikkariEl/MI: Our students (preK-K) really enjoyed this software. KLC/MA: My student's mainstream class does lessons on patterns so this was a wonderful tool to use as a reinforcement.

Perimeter, area, and volume 4.7

516 P5 1986 A Gamco
Apple 48k 44.95
mathematics-geometry 8-12

Three lessons provide drill in geometry skills. To complete each problem, user selects the correct formula, substitutes values, and solves the problems.

LakelandAEA/IA ++ (Wethor); ASD + (LaPorte); CousinoHS/MI ++ (12);
1- 5.25 disk; teacher's guide

LakelandAEA/IA: A fun and very interesting way of doing geometry problems. ASD: This is a very good program for drill and practice.

Perplexing puzzles 2.7

153.43 P4 1985 A Hartley
Apple 48k 59.95
logic/problem solving 6-9

User learns to define the variables involved in a problem and develop a solution. Also learns to use a matrix to eliminate wrong answers.

LakelandAEA/IA + (Wethor); BerryhillEl/FL - (4-5); KLC/MA - (8);

Soft Rept B-; Only the Best 1989; Parents' Choice 1985
2- 5.25 disks; user guide

BerryhillEl/FL: Great title- Perplexing is right. My kids (grades 4-5) gave up after a while.

Personal consumerism (Survival skills series) 4

640.73 P8 1987 A Aquarius
Apple 48k 395.00
home economics-consumerism 9-adult

A vocabulary section introduces each program to familiarize the user with the subject covered. Covers: buying a used car; reading ads; consumerism; fraud; laws; labels; shopping and more. Fifth grade reading level.

Miller/KS + (10);
8- 5.25 disks; teacher's guide

Miller/KS: For a student who can function on a 5th grade reading level this would be an excellent tool for teaching consumer vocabulary. My 10th grade student felt the rewards were too time-consuming. The screen flashed statements like "excellent" or "you're smart".

Personal finance (Survival skills series) 4

640.73 P5 1989 A Aquarius
Apple 48k 185.00
home economics-consumerism 9-adult

A vocabulary section introduces each program to familiarize the user with the subject covered. Covers: how to buy a car, money, interest, insurance, and credit. Fifth grade reading level.

Miller/KS + (10);
5- 5.25 disks; teacher's guide

Miller/KS: Fifth grade reading level is too high for any of the students I worked with (grade 10). The information is good and the comprehension questions are excellent. They are presented as multiple choice questions

and the student is required to re-read a paragraph if he answers incorrectly.

Petersen's college selection service (2 year) 5

378.73 P47 1991 A — Petersen's
Apple 128k — 109.00
guidance-college information — 9-12

Menu-driven guide to colleges that can be used by students independently or with help from a counselor.

PortByronMS/NY ++ (10);
Only the Best; Media & Methods May/June 1990 ++;
3- 5.25, 1- 3.5 disks; user guide; college guide

PortByronMS/NY: Career Planning needs this resource.

Petersen's college selection service (4 year) 5

378.73 P4 1990 A — Petersen's
Apple 128k — 159.00
guidance-college information — 9-12

Menu-driven guide to colleges that can be used by students independently or with help from a counselor.

LakeDrSchHI/NJ ++ (postsecondary); PortByronMS/NY ++ (7-11);
Only the Best; Media & Methods May/June 1990 ++;
3- 5.25, 1- 3.5 disks; user guide; college guide

LakeDrSchHI/NJ: Wonderful way for kids to easily check into colleges. The feature that lets you print out letters of inquiry is a great time saver. PortByronMS/NY: It is extremely useful and allows for career planning.

Phonics prime time: initial consonants

428.1 P4 1986 A — MECC
Apple 64k — 59.00
reading-reading readiness — K-1

Young children learn initial-consonant phonics skills with the aid of some frisky frogs and puppeteer Waldo Grizzy. When students correctly match consonants, they are rewarded with computer pictures.

Only the Best;
1- 5.25 disk; teacher's guide

Photosynthesis and transport/reproduction plants 2.5

581.1 P5 1981 A — J & S Software
Apple 48k — 29.00
science-biology/plant organisms — 8-11

Provides user a better understanding of photosynthesis, the transport system of plants. Second program covers asexual and sexual reproduction.

ALSD - (Gallahar); STMARYSSD # (Harmon);
CA Lib Media Consort 6/83 +; ALBERTA -;
1- 5.25 disk; user guide

ALSD: Vocabulary level seems too difficult for population we would be using it with. STMARYSSD: Rejected on account of interest level and no graphics.

Phrase reading I 3.8

428.43 P57 1983 A — (d) Creative Curriculum
Apple 48k — 49.95
reading-decoding skills — 7-12

Designed to aid the severely disabled secondary reader, this program permits user to develop silent reading skills at their own rate.

STMARYSSD + (Brady); ORSSD + (Cruscial); ALSD # (Gallahar); PoplarBluff/MO + (Rice);
1- 5.25 disk; user guide; stapled reference sheets

PoplarBluff/MO: I dislike the way the story is printed. It leads to a pause in the middle of sentences.

Physical science baseball game: chemistry/physics 4

530.07 P5 1981 A — J & S Software
Apple 48k — 58.00
science-physical science — 8-12

Game designed to help review basic concepts of chemistry and physics.

ALSD + (Gallahar);
Media Rev 1982 -; MicroSIFT 1984 -;
2- 5.25 disks; user guide

Physical science data bases for PFS: File 1

500.2 S3 1985 A — (d) — Scholastic
Apple 64k — 140.00
science-physical science — 6-12

Five curriculum activity units. Three teach users to manipulate files and two teach user how to build his own. Helps develop both data and science skills.

STMARYSSD -- (Harmon);
Classrm Comp Learn 2/87 ++;
4- 5.25 disks; teacher's guide

STMARYSSD: Teacher oriented.

Pickleface and other stories 4.6

372.414 R6p 1990 A — Hartley
Apple 64k — 79.95
reading-comprehension skills — 4-5

Provides exercises that help improve making inferences and predictions, distinguishing fact from opinion and expanding vocabulary in context.

CO.NECBOCES ++ (Bieber); ALSD + (Gallahar); BerryhillEl/FL ++ (Rawls) KLC/MA + (6, 8); ConnSENSE ++; WesthillHS/NY # (9-12); WCECSU ++ (2); MacDoelEl/CA ++ (6); MarshallHSHIP/VA ++ (9-12);
1- 5.25 disk; user guide

BerryhillEl/FL: It was very interesting to the kids (grades 3-5). Contains a lot of stories. The kids loved it. Great graphics. Didn't want to send it back. KLC/MA: The disks had good stories, but questions and their level of difficulty couldn't be adjusted which means all students must comprehend on the same level.
ConnSENSE: This is an entertaining program that well

satisfies its learning objectives and yet maintains an ease of use for the often hard to please middle school audience. We highly recommend this program. WesthillHS/NY: Language level is too high for most of our students. WCECSU: It is a good program for the students to learn about reading comprehension. The worksheets are great to use for supplemental materials. MacDoelEl/CA: Excellent program. The picture helped student know what's going on.

Picture chompers 4.3

372.8 P5 1990 A — MECC
Apple 64k — 59.00
early learning/preschool — K-1

Users classify objects by color, size, shape, design, class, and use in this educational game.

LakeDrSchHI/NJ # (Cheskin); SAK/NM + (Klein); Riverside/IA ++ (preK); BerryhillEl/FL + (Kinder-1); NikkariEl/MI ++ (preK-1); ConnSENSE +; Miller/KS ++ (preK-2); INSD ++ (1-5);
1- 5.25, 1- 3.5 disks; teacher's guide

SAK/NM: Very good practice for classification skills. Riverside/IA: My four year olds enjoyed the program immensely. It allowed them independence on the computer without just playing with the keyboard. BerryhillEl/FL: A great way to teach categorization. It is a little too fast with timer for some children. But it can be modified (grade K-1). Miller/KS: It is a fun language drill. The teacher or aide must be free to sit with the child and read to him. Students who still need to work on categories probably will not be able to read the categories. INSD: I used it with all students (grades 1-5) in the department and they all enjoyed it.

Picture dictionary 3.7

421.52 P5 1985 A (d) — Heath
Apple 48k — 25.00
reading-vocabulary — K-2

Designed to help develop beginning spelling concepts and word recognition skills, while strengthening memory and recall. Encompasses several levels of difficulty allowing self-paced work.

MT.MSDB + (Schwabe); Arey/IA ++ (Salinas); LakeDrSchHI/NJ - (Cheskin); CentreCon/Can + + (Blanche); NikkariEl/MI - (preK-4); AEA5 + (1); AGBell/OH+ (3);
1- 5.25 disk; user guide; product catalog

Arey/IA: The variety of programs meet the needs of several lower primary grade levels. LakeDrSchHI/NJ: Graphics are not clear - limited number of words - takes a long time to draw a picture to add to dictionary. CentreCon/Can: The children (grade 1) really enjoyed this program. We used it in an integrated setting. The different levels within the program suited the various levels within grade 1. AEA5: Excellent for lower primary children. The graphics really kept their interest. NikkariEl/MI: No interest form the kids (grades preK-4).

Picture parade 3.4

153.42 P5 1988 A — Hartley
Apple 64k — 49.95
early learning/preschool — K-2

Allows users to manipulate on-screen pictures to form logical sequences. Forty-eight sets of 2-, 3-, 4- and 6 part stories are available. Record keeping.

LakeDrSchHI/NJ # (Cheskin); NikkariEl/MI ++ (Cordes); BOCES1/NY -- (Karpinski); BerryhillEl/FL # (preK-1); Miller/KS ++ (1); WesthillHS/NY # (9-12); KLC/MA + (2);
Only the Best; Media & Methods + 5-6/89 p68;
1- 5.25 disk; user guide

LakeDrSchHI/NJ: Not enough practice provided. Graphics were unclear - children (Kindergarten) had difficulty figuring out what was happening - content of sequences was not always relevant to a young child i.e. ski jumper. NikkariEl/MI: This software is very appropriate for lower level students (preK-K). BOCES1/NY: It teaches sequencing by asking you to number pictures 2, 3, 1, 4, etc. which is too high level a task (grade 2). BerryhillEl/FL: It was too difficult for my kids (preK-1). Could use supplementary material and more feedback. Kids did not like it nor did they understand it. Miller/KS: The color graphics are great. One problem however is that some things were not in the children's experience therefore not sequenceable. Labeling picture sequences 4,2,3,1 would be difficult for younger students. But my 2nd graders had no problem spacing to the 1st picture, typing #1, then spacing to the 2nd frame in the sequence. KLC/MA: The graphics were really nice. The manual had nice follow-up activities.

Picture perfect 3

006.6 P5 1984 A — Mindplay
Apple 48k, joystick or mouse — 49.99
utilities-graphics — preK-adult

Enables users to draw pictures using a 72 picture library. Grow or shrink selected picture by moving joystick or mouse. Also introduces word processing.

DCSHospSch/NC # (preK.); Berryhill/FL # (K-5); *High/Scope* +; *Only the Best; Bklst 7/85* +;
1- 5.25 disk; user guide

Berryhill/FL: Same as other paint programs.

Picture puzzles 3.8

372.6 P5 1984 A — Data Command
Apple 48k — 69.95
utilities-drill/test generators — K-6

Creates a full color picture puzzle on screen, piece by piece as users respond correctly to learning activities authored into the program by teachers.

CLEARYSD ++ (Veatch); WVSD + (Wysopal); MOSD ++ (Davis); LakeDrSchHI/NJ # (Cheskin); Arey/IA + (Salinas); EISA/Mex # (Llano); CamdenCC/NJ - (Campbell/Merlino); KLC/MA + (Wasserman); BerryhillEl/FL + (3-5);
2- 5.25 disks; user guide

WVSD: Program should be self booting. Excellent program as a review tool for most any subject area. As is set-up, the program is good for a normal elementary student. Deaf students would have trouble with reading and understanding the directions. But the option for the teacher to write the directions and questions for any subject makes the program limitless. Main problems are that it is not self booting which requires a lot of time on the IBM. Also, the student would become familiar with the questions quickly. Our students really enjoyed this program (high school). Several teachers made their own data disks to go with it. LakeDrSchHI/NJ: Although you can author unlimited types of questions, there are only a few different puzzles and they appear randomly - so even if child has different questions, he might keep uncovering the same puzzle - thus losing the motivation. Arey/IA: Visual reinforcement of creating a picture with appropriate responses was very motivating for my students (primary). Very flexible. KLC/MA: My students (grades 5, 7) enjoyed uncovering the pictures. There is a good variety of lessons and the language level is very appropriate. BerryhillEl/FL: Great skill teaching in a fun format.

Platoon

356 1986 A (d) Data East
Apple 128k 25.00
educational games 7-adult

User is an American soldier in Vietnam. To survive and return to base safely, he or she must lead platoon through jungles, villages, bunkers, foxholes and underground tunnels encountering snipers, booby traps, armed patrols and napalm air strikes.
1- 5.25 disk; user guide

Playwriter series/adventures in space 2.8

372.6 A3 A (d) Woodbury
Apple 64k 39.95
English/language arts-writing 3-12

Program which user employs to write, edit, illustrate, print, and bind their own books. Designed to provide hours of fun and learning with little supervision

WPASD + (Comden); OswegoBOCES/NY + (Hebert); LafayetteEl/CA - (Lange); KLC/MA -- ((1);
Only the Best 1989; Enter 4/85 +;
1- 5.25 disk; teacher's guide

LafayetteEl/CA: Very slow and don't like results, once story is finished. KLC/MA: My 2nd grader needed help with the reading. We couldn't get it to print. I found it very tedious and time consuming to use. I think it would work better with older students.

Playwriter series/tales of me 4

372.6 T3 A (d) Woodbury
Apple 48k 39.95
English/language arts-writing 3-12

Program which user employs to write, edit, illustrate, print, and bind their own books. Provides hours of fun and learning with little supervision.

WPASD + (Comden); KLC/MA # (2, 8);
Enter 4/85 +; Family Comp 10/85 +;
1- 5.25 disk; teacher's guide

KLC/MA: It was not necessary to use a disk for this activity. A teacher could have asked similar questions to get students to write their own stories/books.

Plot/guess the rule 2

512 S7p 1982 A (d) EduSoft
Apple 16k 24.95
mathematics-coordinate systems 8-14

Displays a high resolution graph of any functions entered. Can be used in any math course which involves graphing.

NYSD - (Spidal);
Only the Best; Math Teach 2/82; Comp Teach v8 #6 +; Crseware Rept Card 2/83 +;
1- 5.25 disk; user guide

Poet's journal

808.1 P1 1990 A Hartley
Apple 128k II+, IIe, IIc+, color monitor 195.95
English/language arts-writing 4-7

Introduces users to poetry through an inductive approach. Users discover for themselves the elements that characterize different forms of poetry. Users analyze, generalize, brainstorm and create their own poems.
11- 5.25 disk; teacher's manual

Poetry express 3.8

808.1 K5p 1984 A Learning Well
Apple 48k 49.95
English/language arts-writing 1-12

Easy to use program that makes poetry writing fun.

MSSD + (9-12); PostFallsDist/ID + (Stoddard); ElmCreekLib/KS # (Robinson); LakeDrSchHI/NJ + (Cheskin); FSDB + (Hesson/Barrie); StaffordEl/NJ + (Coverdale);
Soft Rept A-;
1- 5.25 disk; user guide

FSDB: There are several reasons for the use of poetry in classrooms for the deaf. First, free form poetry allows students to write in a non-threatening way. Ideas can just spill out without form and grammar being the focal point. Second, writing poetry helps students to see that the choice of just the right word is important to the meaning and intent of the poem. Last, when students write Haiku, or another type of highly structured poem, they learn economy of words. This program elicits language from the students and can be extended beyond the use of the program. StaffordEl/NJ: Great program but a little difficult for 2nd grade hearing impaired.

Pond 3.9

153.43 P6 1984 A Wings/Sunburst

Apple 48k 65.00
logic/problem solving 2-12

Helps user to discover patterns, generalize from available data and think logically.

CEC '83 +; MT.MSDB ++ (Gillis); CLEARYSD ++ (Veatch); SouthEl/IA + (Skibsted); SpecNeedsLib/MD + (Kaplan); PostFallsDist/ID # (Stoddard); Arey/IA + (Salinas); ElmCreekLib/KS + (Robinson); RedRiverCC/Can - (Leslie); StRitaSD/OH - (Dinnesen); WaukeganHI/IL ++ (Degman); Robarts/Can ++ (Foster); CO.NECBOCES + (1-2,5);

EPIE; Learning Best of the Year;
1- 5.25 disk; teacher's guide

SpecNeedsLib/MD: I found that the people I worked with had a hard time memorizing the pattern. They needed to write it down and those that could not were frustrated and had to constantly use the help keys. PostFallsDist/ID: Too simple for 10th grade. StRitaSD/OH: The program presents a real challenge to someone not expecting the kinds of solutions that are required. Probably the math classes only need to try it. Arey/IA: My students liked this one and did well after they caught on (primary). RedRiverCC/Can: Too elementary for target population (college prep) - hard to boot on Zenith (IBM compatible). Robarts/Can: Please consider that my "excellent markings are in response to a very select group of hearing impaired students. Perhaps other populations of HI students wouldn't have responded so well and eagerly. NE.COBOCES: Not enough of my children would make use of this.

Positively rewarding

155.4 P1 1989 A Tom Snyder
Apple 128k 59.95
guidance-counseling K-12

Teachers can use this program to tailor a behavioral plan for the whole class or for individual students. Behaviors can be chosen from a list on the Teacher Disk or created by the teacher to suit a particular student.
1- 5.25 disks; user guide

Poster 3

006.66 P6 1984 A (d) Scholastic
Apple 64k 29.95
utilities-graphics 4-8

A simple programming language that lets user create colorful computer graphics. Commands allow user to select backgrounds and control brush colors.

MT.MSDB # (Gillis);
1- 5.25 disk; user guide

MT.MSDB: For 29.95, this title would make a good addition to a computer science class. The program is not static and reflects an exciting use of the computer. The documentation is essential to using the program.

Pregnancy and you 3.5

612.63 P73 1985 A Queue
Apple 48k 59.95
health-hygiene 9-14

Covers pregnancy, prenatal care, diet, first checkup, weight gain, and nursing.

MSSD - (9-12); HES + (May); LuzerneIU18/PA ++ (Omacht/Wintermute); RegionXVESC/TX # (Beckhan);
1- 5.25 disk; user's guide; product catalog

LuzerneIU18/PA: Great for reinforcement to understanding reproductive system. RegionXVESC/TX: Expensive for what it does - text books do the same thing cheaper.

Print your own bingo 4

005.43 P7 1985 A (d) Hartley
Apple 48k 49.95
utilities-drill/test generators 1-12

Create and print individualized bingo cards for classroom use. Each card will be different. Master list automatically printed for teacher.

WPASD ++ (Karn); NWSpEd/IL + (Macamber/Klusmeyer); LakeDrSchHI/NJ # (Cheskin);
1- 5.25 disk; user guide

NWSpEd/IL: Enjoyed the flexibility of the format. LakeDrSchHI/NJ: Do not recommend for purchase because we don't use Bingo format often enough.

Probability lab

579.2 P7 1990 A MECC
Apple 128k 59.00
mathematics-logic/problem solving 7-12

Designed to help users gain a better grasp of the concept of probability. They learn the basics through model simulations.

Comp Teach 5/91 +;
1- 5.25, 1- 3.5 disks; teacher's guide

Problem solving in algebra 4

512 P7 1983 A Looking Glass
Apple 48k 299.00
mathematics-algebra 7-12

Provides instruction and practice in solving algebra problems.

ALSD + (Gallahar); SAK/NM + (Klien); EscanabaHS/MI + (10-11); CousinoHS/MI + (12);

Only the Best; Crseware Rept Card 9/83 +;
5- 5.25 disks; user guide

ALSD: Some of the disks are excellent but overall it is a very good program for algebra. SAK/NM: Client was able to work on this by himself. CousinoHS/MI: Much too expensive. Only for higher level hard of hearing high school students.

Problem solving process 3.7

153.43 E9 1982 A (d) MCE
Apple 48k 54.95
mathematics-word problems 7-12

Offers instruction in solving math word problems while reinforcing essential principles of the problem solving process.

LJHS + (Vaughan); STMARYSSD # (Gonzalez); Underwood/NC + (Cody);
1- 5.25 disk; user guide

LJHS: Assesses each learner's ability and then branches the learner to the appropriate concept and level in the problem solving process. Teacher has the option to modify the program format and printout student results. STMARYSSD: I wouldn't use it in my reading class - the kids prefer programs which incorporate games into the work. Underwood/NC: A little too hard for my students but they enjoyed attempting the tasks.

Problem solving with nim 4.5

513.2 P86 1991 A MECC
Apple 128k 59.00
logic/problem solving 3-8

Based on the ancient game of Nim, this program helps users test their problem-solving strategies and logical-thinking skills. Variations on the game serves as a problem-solving activity and a way to develop basic math concepts.

ClementsJHS/VA + + (6-8); Miller/KS + (3, 10-11);
Only the Best; Sch L J 5/92;
1- 5.25, 1- 3.5 disks; teacher's guide

Miller/KS: The games are fun for the kids and require planning and logic.

Problem-solving strategies 4.5

513 P7 1983 A MECC
Apple 48k 59.00
mathematics-multiple topics 5-9

Users start off solving graphic puzzles and moves up to complex open-ended problems. Users collect data, discover patterns, produce charts and generalize.

CO.NECBOCES + + (6, 10-11);
Only the Best; Parents Choice; NEA;
1- 5.25 disk; teacher's guide

CO.NECBOCES: Loved it!! CousinoHS/MI: My student could read and understand this program even though he is multi-handicapped. This is the best of its kind that I have seen.

Processing power program (F) 2

428.43 P7 1983 F A I/CT
Apple 48k 180.00
reading-comprehension skills 1-6

Designed to assist both developmental and special education students read with greater comprehension and fluency.

WPASD # (Kelly); Miller/KS -- (adult)
MicroSIFT +; Bklst 1/85 +; Curr Prod Rev 8/84 +; Lib Soft Rev v.3 #1; Soft Rept +;
6- 5.25 disks; teacher's guide

Miller/KS: I could never get into the program enough to see the different reading levels.

Processing power program (Hi.D) 2

428.43 P7 1983 Hi D A I/CT
Apple 48k 180.00
reading-comprehension skills 1-6

Designed to assist both developmental and special education students read with greater comprehension and fluency.

WPASD # (Kelly); Miller/KS -- (adult)
MicroSIFT +; Bklst 1/1/85 +; Curr Prod Rev 8/84 +; Lib Soft Rev v3 #1 +; Soft Rept +;
6- 5.25 disks; teacher's guide

Miller/KS: I could never get into the program enough to see the different reading levels. I was able to practice once then could never get into the program again.

Processing power program (Hi.E) 2

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MicroSIFT +; Bklst 1/1/85 +; Curr Prod Rev 8/84 +; Lib Soft Rev v3 #1 +; Soft Rept +;
6- 5.25 disks; teacher's guide

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Professional sign maker 3

769.5 P7 1984 A (d) Wings/Sunburst
Apple 64k 65.00
utilities-graphics K-12

For creating signs of great clarity and brilliance. Use for classroom displays or other school needs where high quality is desired.

NTID # (Russell); FMDayEl/CO # (Armfield); WISD #;
1- 5.25 disk; user guide

StRitaSD/OH: Could not get printer to work in any setting. Excellent as far as getting information to the screen. MSSD: Works fine with our Epson, NEC and Apple printers. FMDayEl/CO: Print Shop does a better and easier job of the same thing.

Proteus: a pre-writing tool 2.3

808 P7 1985 A Research Design
Apple 64k 69.95
English/language arts-writing 7-12

Useful for organizing thoughts and concepts prior to writing. Designed to unlock the flow of words, it consists of five ways to organize thoughts.

MSSD # (9-12); COSDB # (Fleharty); CamdenCC/NJ -- (Indiya);

Elect Learn 9/85 ++; Family Comp #; Commodore Micro 3-4/86 +; Only the Best 1989;

1- 5.25 disk; user guide

COSDB: Not useful. CamdenCC/NJ: It is not useful to the students and the directions are not clear.

Punctuation I 3.8

372.6 P8 A — Educational Act.
Apple 48k — 59.95
English/language arts-punctuation — 4-6

Covers the period, question mark, and the exclamation point. Relies on an interactive tutorial followed by drill and practice to introduce user to marks.

MSSD + (9-12); NYSD + (Spidal); Mason/OH # (Jaggers); Underwood/NC + (Little); NWSpEd/IL + (Klusmeyer); SAK/NM + (Klein);

Only the Best; CA Lib Media Consort 1984;

1- 5.25 disk; user guide

Mason/OH: After one use, the students were bored with the material to be punctuated. Underwood/NC: Good feedback but not enough practice. Once you've done it a few times, the program is not useful anymore. NWSpEd/IL: (recommend for purchase) no, because there is not enough variety of practice - a kind of "ho-hum" program. SAK/NM: (Recommend for purchase) no, because the students ran through the program once and it was over. It needs more variety of tasks for application of concept (grades 2-3).

Punctuation put-on: elementary 4

421 P4pum 1985 A — Wings
Apple 48k — 75.00
English/language arts-punctuation — 3-9

Users are placed in the position of a writer making judgments about how punctuation marks enhance dialogue, narrative, poetry etc.

LJHS + (Vaughan); NWSpEd/IL # (Klusmeyer); KLC/MA ++ (Wasserman);

2- 5.25 disks; user guide

NWSpEd/IL: Some figurative language that took time to explain before getting practice with punctuation. KLC/MA: Supports exercises in language, vocabulary and English.

Punctuation put-on: junior high 2

421 P4p 1985 A — Wings
Apple 48k — 75.00
English/language arts-punctuation — 7-12

Users are placed in the position of a writer making judgments about how punctuation marks enhance dialogue, narrative, poetry etc.

WPASD - (Karn);

2- 5.25 disk; user guide

Punctuation put-on: senior high 2

421 P4pu 1985 A — Wings
Apple 48k — 75.00
English/language arts-punctuation — 7-14

Users are placed in the position of a writer making judgments about how punctuation marks enhance dialogue, narrative, poetry etc.

WPASD - (Karn)

2- 5.25 disks; user guide

Punctuation rules 4

421 P8 1987 A — Optimum
Apple 48k — 39.95
English/language arts-punctuation — 3-6

Presents a series of practice exercises which are designed to help users improve their punctuation skills. Users work with appropriate-level sentences.

Arey/IA # (Salinas); MultiDistHI/MO ++ (Lee); NikkariEl/MI + (3-4)

Sch Lib J 3\89 +;

1- 5.25 disk; user guide; sheet of stickers; poster

Arey/IA: My students (primary) quickly lost interest because the positive reinforcement was visually poor. MultiDistHI/MO: The students really enjoyed this software.

Punctuation skills: commas 4

421 C3pu 1985 A — Media Materials
Apple 48k — 49.95
English/language arts-punctuation — 6-9

Contains lessons for five specific skills plus two cumulative review drills.

WPASD + (Karn);

Only the Best; Creative Comp 4/83 +; Ed Tech 7/82 +; Instructor 11-12/82 +; NEA +; Soft Rept A-;

1- 5.25 disk; user guide; pad of reproducible activity sheets

WPASD: Vocabulary contains too many space related words which may be confusing to our population. In the review module (D), a programming EWOK disallows user the ability to get answer correct. Program is basically a computerized workbook.

Punctuation skills: end marks, semicolon, & colon 4.3

421 C3p 1982 A (d) — Media Materials
Apple 48k — 49.95
English/language arts-punctuation — 6-9

Provides instruction, practice and quizzes for learning punctuation skills.

LJHS + (Vaughan); TulsaJC/OK + (Brawner); KLC/MA ++ (Wasserman);

Only the Best; NEA +; Soft Rept A-;

1- 5.25 disk; user guide; pad of 24 pages of reproducible worksheets

KLC/MA: Use of skill is well reinforced and practiced.

Puzzle master 3.6

793.73 P8 1984 A (d) Queue
Apple 48k 34.95
utilities-drill/test generators preK-10

Forty picture puzzles designed to improve perceptual, memory and analysis skills. Allows user to create own puzzles. Puzzles can be cut from 2 to 800 pcs.

LakeDrSchHI/NJ ++ (Cheskin); FSDB + (Schuler/Canevaro); NoTrailsAEA/IA + (Garriot); PortsmouthHS/NH # (O'Sullivan); WaukeganHI/IL + (Yepsen); StoneCo/MS - (6-7)

Only the Best 1989; High/Scope ++;
1- 5.25 disk; user guide; product catalog

LakeDrSchHI/NJ: My kids loved it - the "draw" option was confusing and limited (preK-10). FSDB: There is no written language needed with this program. The menu and options are done in picture style. Students are also able to draw and save their own puzzles for future use. Most students will need teacher input the first time they use the program. NoTrailsAEA/IA: This is a complicated program - but once learned a lot of fun. The children need a lot of guidance to make it through the complicated steps and key pushing. PortsmouthHS/NH: Students enjoyed this, but some games were difficult for them to figure out initially. More entertaining than educational. WaukeganHI/IL: Somewhat difficult to learn, but fun after that (gr. 4-6).

Puzzler 3.8

428.4 P8 1984 A Wings/Sunburst
Apple 48k 65.00
reading-decoding skills 1-12

The Puzzler is a package of lessons designed to foster the ability to use predicting/confirming strategies in reading.

HES ++ (May); ElmCreekLib/KS - (Robinson); LakeDrSchHI/NJ # (Cheskin); GrJunc/CO ++ (Dean);
1- 5.25 disk; teacher's guide

LakeDrSchHI/NJ: Vocabulary was too difficult for my kids (4th grade reading level). I liked the concept - it was not hard to operate - I had to re-read the stories because vocabulary was too difficult - kids wanted to see the "right" answer. GrJunc/CO: My kids loved it (grades 11-12). Very useful in language arts classes.

Q

Quations: the crossmath game 4

794.82 D6q 1985 A Scholastic
Apple 48k 39.95
mathematics-multiple topics 4-8

Game played like Scrabble except you use numbers instead of letters. Can be played with others or solo against the computer.

COSDB + (Fleharty); DCSHospSch/NC + (8-12); *Soft Rept A; Only the Best;*
1- 5.25 disk; teacher's guide; user guide; ref card; game card; tips sheet

COSDB: Exciting way to practice equations. DCSHospSch/NC: The only real problem we had with the program was when an equation disrupted another. I couldn't find information in the manual that explained why it was disrupted. We had to figure out what constituted a disruption by trial and error.

Questionnaire generator 2.7

371.26 Q8 A (d) The Professor
Apple 48k 99.95
utilities-drill/test generators K-12

Teacher utility for producing tests.

MSSD - (9-12); NTID - (Russell); PostFallsDist/ID + (Stoddard);
6- 5.25 disks; user guide

Quickflash 5

153.1 Q5 1986 A (d) MECC
Apple 64k 59.00
utilities-drill/test generators adult

Enables teachers to construct drill and practice materials in a "flashcard" format for use on a computer. Records of students progress are maintained.

BerryhillEl/FL ++ (Rawls); Miller/KS ++ (3, 5); *1988 Ed Soft Preview Guide* +;
1- 5.25 disk; teacher's guide

BerryhillEl/FL: I can't live without it anymore. This is an excellent teacher utility. It prints out so quickly! Miller/KS: The teacher writes his/her own drills. Any type of facts/drills can be put into this program.

Quiz castle 4.3

371.26 J6q 1985 A Didatech
Apple 48k 49.95
logic/problem solving 2-7

User plays role of Professor Penguin searching for the magic mortarboard. Must answer many questions and then attempt to capture the thief.

COSDB + (Fleharty); Arey/IA ++ (Salinas); SAK/NM - (Klein); CO.NECBOCES ++ (Bieber); LakelandAEA/IA + (Wethor); MiltonEl/VT ++ (Bensinger); KLC/MA ++ (1,6,8);
1- 5.25 disk; user guide

COSDB: You can change the lesson's database. Arey/IA: My students found the program to be highly motivational. SAK/NM: (recommend for purchase:) no because you can't control time to fit more students needs. Not enough response time for my students (grades 3-adult). Couldn't type answer fast enough and I couldn't alter response time. CO.NECBOCES: The interest level at all levels was so high. At times, several choices could've been correct and if you didn't choose their response, it was wrong. MiltonEl/VT: Excellent technique/program. Kids loved it! (grade 4) Too difficult (reading and spelling) for my 2nd graders to do independently. They enjoyed it when helped by adults. I

would recommend accepting incorrect spelling if it is close, then showing correct spelling. KLC/MA: Super program! The students needed some help getting started. Some of the "easier" questions (grades 3-4) were difficult for my 6th and 8th graders.

Quotient quest 4

513.214 Q6 1985 A MECC
Apple 64k 59.00
mathematics-multiplication/division 4

Combines whole-number division practice with motivating games that promote logical thinking. Programs are sequenced according to difficulty.

CamillusMS/NY + (6);
1- 5.25 disk; teacher's guide

CamillusMS/NY: My students (grade 6) enjoyed this software. They were willing to use it again and again.

R

Race car 'rithmetic 4.4

513.2 R3 1983 A Unicorn
Apple 48k 39.95
mathematics-basic skills K-8

An interactive math game that one to four users can play together. Each selects his own basic math function, difficulty level and timer option for race.

MT.MSDB ++ (Schwabe); TaftMS/OK ++ (Andrus); Sunnyside/WA # (1-6); WASSD ++ (Randall); WVSD ++ (Davis/Kusti); DRDSD + (Dunbar); ALSD + (Elston); MaplewoodEl/IN ++ (Kingsbury); WaukeganHI/IL ++ (Yepsen); FSDB + (Darland/Garrett); Arey/IA + (Salinas); SpecNeedsLib/MD + (Kaplan); Underwood/NC ++ (Cody); NWSpEd/IL ++ (Klusmeyer); MillburnDay/NJ ++ (Bradway); BerryhillEl/FL + (Rawls); NikkariEl/MI # (Cordes); GrJunc/CO + (Dean); Arrowhead2 ++ (3);

EPIE +;
1- 5.25 disk; instruction card; product catalog

WVSD: 1. This program is easy to understand and lots of fun. The number keys, spacebar, return, and ESC keys are used. 1 to 4 players - from child to adult. Can be used for remediation and acceleration. It includes motivational rewards. This program can be used as a tool in helping improve math skills. It accommodates all levels of ability with unlimited amount of time to work on problems. DRDSD: It might be nicer to give student more than one chance to answer the problem before they are given the correct answer. ALSD: I wish the reinforcement for the winner was more exciting but the program itself is very good and flexible enough to use in different ways. WaukeganHI/IL: The time taken to list all the credits to the program is slow; but once the program begins, it is excellent. The program is so versatile depending upon student math levels. Advanced and beginning math students can play the game at the same time due to the individualization feature. A major plus is the reinforcement of missed problems. When the student answers incorrectly, the answer is provided. On that student's next turn, the same problem is presented again. It is unfortunate, however that a mistake causes the student's car to move backwards on the track instead of remaining in the same place. FSDB: No reading required except for directions which can be easily explained by the teacher. Arey/IA: The program is slow starting but motivating for my students. SpecNeedsLib/MD: I wish the program gave some practice examples. Underwood/NC: High motivation; lots of fun and challenging/competitive. NWSpEd/IL: Students were really motivated to use this. No variation in form of problems; always equation, no columns, but can allow ample time for figuring with paper and pencil - can set own response time. BerryhillEl/FL: My kids really enjoyed it. Very flexible, lots of motivation for my boys (grades K-2). Good price. It meets our objective for reinforcing math. GrJunc/CO: After getting through the opening comments it was a great program. Arrowhead2: I would like to have the option of turning the sound off. MarshallHSHIP/VA: Good skill practice in computation.

Race for the west 3.5

970.02 H8r 1986 A Hartley
Apple 48k 55.95
social studies-U.S. history 6-12

User races against the English and French to explore and map the Northwest. Must find headwaters of Mississippi, and other places.

COSDB + (Fleharty); KLC/MA + (Wasserman); MacDoelEl/CA # (6); JFRhodesHS/OH # (10-11);
3- 5.25 disks; user guide

KLC/MA: Good for reinforcement in social studies. MacDoelEl/CA: Hard to follow through.

Ratios and proportions 4

513.24 R3 1985 A JMH Software
Apple 48k 49.95
mathematics-basic skills 7-12

Includes readiness skills, using data to write ratios and proportions, using data to solve stated proportions and to write and solve problems.

WPASD + (Kelly); MSSD + (9-12);
NEA +; *Soft Rept* A;
1- 5.25 disk; user guide

Readability calculations 4.3

428.4 R4 1982 A Micro Power & Light
Apple 48k 44.95
utilities-readability analysis 1-12

Program to help determine the reading level of materials.

COSDB - (Fleharty); ScrantonSSD/PA ++ (Barrett); PortsmouthHS/NH ++ (O'Sullivan); NoTrailsAEA/IA ++ (Garriott);
1- 5.25 disk; user guide; overview sheet

PortsmouthHS/NH: This program is excellent for teachers to use in determining levels of reading difficulty for materials to be used by students. Great time-saver. Graphs and charts are helpful. NoTrailsAEA/IA: This is a quick and easy way to calculate readability levels. It is interesting to see the contrast between the various formulas.

Reader rabbit 4.5

428.43 R4 1984 A — Learning Co.
Apple 64k — 59.95
reading-reading readiness — K-2

A game that teaches user the basics of early reading. Claims to build basic reading comprehension, enhances word recognition and increase vocabulary.

HES + (May); Mason/OH + (Jaggers); VSDBH + (Ballard); FMDayEl/CO ++ (Armfield); WISD ++; FSDB + (Greco/Cushing); CambridgeEl/Can ++ (Gould); BerryhillEl/FL + (Rawls); SEMNSEC ++ (K-2); Jenks/OK + (K-5); SouersJHS/OH ++ (1-3);

High/Scope +; *NEA* +; *Soft Rept A*; *Parents' Choice V.3 #10 p.13*; *Classrm Comp Learn "Best of the Decade"* 5-6/90; *Nibble* 9/88 +;

1- 5.25 disk; teacher's guide

Mason/OH: This would be most appropriate for 4 and 5 year olds. It was too easy for my students, but they enjoyed working with it. FSDB: The manual is excellent. Pre and post computer activities are provided to help the children actually complete the game on the computer and to check understanding of the concepts after the computer game is completed. CambridgeEl/Can: We're definitely going to purchase this program for our class. BerryhillEl/FL: Great program. I liked the reinforcement. SEMNSEC: Sorter can focus on initial, final and medial vowel sound which is nice. We were not always able to get into "Train" and we don't know why. Jenks/OK: Although it is a good program, it is not appropriate for deaf students due to the language level. SouersJHS/OH: Students were very motivated and followed fairly easily, thus they enjoyed it.

Readers' guide to periodical literature 3.5

051 M3r 1982 A — McNeil Assoc.
Apple 48k — 89.95
library skills — 5-12

Provides user with practice in use of the Readers' Guide. Includes tests, objectives and lesson plans.

LJHS # (Vaughan); StRitaSD/OH + (Dinnesen);

1- 5.25 disk; user guide

StRitaSD/OH: Actual practice using Readers' Guide booklets just as effective for the price. The program is simply too expensive for the type of needs that it satisfies. The students went to the library where copies of Readers' Guide were available and the same learning results could occur. This is an excellent program for review if plenty of funds are available.

Reading comprehension 3.7

428.4 H4r 1987 A — Optimum
Apple 48k — 39.95
reading-comprehension skills — 4-8

A multi-level, open-ended reading program designed to improve comprehension skills using built-in or custom stories. Questions can be added. User starts on the first of 30 stories, scrolls through at his own pace, and answers questions.

StaffordEl/NJ + (Coverdale); BerryhillEl/FL + (Rawls); ARSD # (9-12); Covington/VA + (9); APSEA/NB + (6-8); HarbourEl/Can - (5-6); DIL/MD ++(?)

Media & Methods + 5-6/89 *p.68*;

1- 5.25 disk; user guide; poster

StaffordEl/NJ: Too hard for my grade level (2nd). BerryhillEl/FL: Not enough student interest. ARSD: I have a reading program that is more visually attractive and achieves more instructional goals. Covington/VA: The program emphasizes an important skill the students needed to acquire. It's a nice way to supplement classwork emphasizing comprehension skills. APSEA/NB: Stories are of high interest, but not too difficult. The level and pace are determined by the users. This program allows students the opportunity to return to the story to re-read portions prior to selecting answers and allows for errors to be self-corrected (grades 6-8). HarbourEl/Can: Functional only - not very engaging.

Reading for detail 3.4

372.4 R3 1983 A — Learning Well
Apple 48k — 49.95
reading-comprehension skills — 3-12

Users compete to be the first to arrive at the winner's circle in horse race game. Users receive chance to answer a question based on a short reading.

MSSD + (9-12; KDES -; LJHS + (Vaughan); PostFallsDist/ID + (Stoddard); WISD #; AtlanticProv/Can - (Hunter); LakelandAEA/IA + (Wethor); KLC/MA + (Wasserman); StoneCo/MS - (5-7); Miller/KS ++ (3-5); Columbine/CO # (3);

Soft Rept B-;

1- 5.25 disk; teacher's guide

AtlanticProv/Can: (Would recommend for purchase) if a large group of students were using it. A small group would soon outgrow it I think if used regularly. Very easy for students to use. The random selection for questions often seemed to result in one student answering 4-5 questions and the other only one or two. Some of my students got impatient with this. Students using it on a regular basis would outgrow it quickly. KLC/MA: Good skill builder. Miller/KS: Each time the game is started, we got new questions. Students enjoyed the game and had to read for details. My 4th grade student could read this but the 3rd grader couldn't.

Reading for meaning I 2

418 R42 1984 A — Hartley

Apple 48k 49.95
reading-comprehension skills 11-16

User learns to define the variables involved in a problem and develop a solution. Also learns to use a matrix to eliminate wrong answers.

CO.NECBOCES - (adult);
2- 5.25 disks; user guide

Reading numerals and comparing

513.5 R4 1988 A Aquarius
Apple 48k 150.00
mathematics-basic skills 8-10

Provides instruction on: reading and writing whole numbers to seven digits; reading and writing money values; comparing fractions with unlike denominators; and, comparing decimals. Includes pre- and post-tests. Part of 8th-10th Grade Math series.
4- 5.25 disks

Reading realities 4.3

372.4145 W4re 1989 A Teacher Support
Apple 128k 519.95
reading-comprehension skills 8-12

This Whole Language package is designed for 8-12th graders who are reading at the 2-6th grade level. Includes Real-Life Issues, Career Preparation and Jury.

CO.NECBOCES ++ (Bieber); EscanabaHS/MI + (7-12); KLC/MA + (8); IditarodEl/AK + (7-8);

Sch Lib J 10/89 +; J of Read 5/89 +; Classrm Comp Learn 9/89 +; Media & Methods May/June 1990 ++;
18- 5.25 disks; user guide

CO.NECBOCES: It's wonderful! The children really enjoyed it (grades 5-10). We'd love to purchase this but will have to see if we can get more money. Too bad you can't purchase this in smaller segments. EscanabaHS/MI: I would recommend this for purchase because of the real-life situations involved. I really liked the cloze practice. KLC/MA: I found this an excellent tool for: reading comprehension; decision-making; and real-life problem solving that my student could relate to. I had difficulty booting disk. I could only work if we didn't use the data disk. IditarodEl/AK: This is too high for one of the students in our program (grades 7-8).

Reading realities: elementary series 4

372.4145 W4r 1990 A Teacher Support
Apple 128k 489.95
reading-comprehension skills 2-6

This Whole Language package is designed for 2-6th graders with reading topics that focus on issues they face in their everyday lives.

ConnSENSE +; INSD ++ (3-5);

Sch Lib J 10/89 +; J of Read 5/89 +; Classrm Comp Learn 9/89 +; Comp Teach 2/92 +; Media & Methods May/June 1990 ++; Tech and Learn 11-12/90 +;
16- 5.25 disks; user guide

ConnSENSE: Offers motivating and relevant issues for elementary students to react to and learn reading and writing through. The record keeping and student work analysis options are especially strong; and, as with other titles from this company, the material is based on strong educational principles and strategies.

Reading workshop 3.5

428.4 M5 1986 A Mindscape
Apple 64k 425.00
reading-comprehension skills 4-6

Users read selections and become involved in ten reading, writing and language arts activities. Can customized to suit user needs. Set one of two.

DutchessBOCES/NY - (Johnson); ALSD ++ (Gallahar);

Soft Rept A; Only the Best 1989;
7- 5.25 disks; teacher's guide; book of reading selections

DutchessBOCES/NY: Confusing; too many different types of activities to be used for any specific purpose. Reading level appears to be higher than 4th grade. The stories are excerpts from longer works and there isn't any preparation to have a reference point for hearing impaired readers.

Reference micro mysteries: textbook skills 4.5

025.56 B8r 1986 A Focus Media
Apple 48k 99.00
English/language arts-games 4-8

User tries to solve mysteries while learning how to use textbooks. User employs fact sheets and on-screen books containing clues to the solution.

KLC/MA ++ (gr. 6, 8); BerryhillEl/FL ++ (4-5); Miller/KS + (5); CousinoHS/MI + (12);
1- 5.25 disk; user guide

KLC/MA: A super program. The language level is adjustable and appropriate. A perfect activity for language and reading. BerryhillEl/FL: The kids were very interested in this one. It took some time explaining but it was worth it. I wish I had it longer. Great for reviewing. Miller/KS: This was a little too difficult for my 5th grader. CousinoHS/MI: I like the worksheets because they can be used and expanded beyond the software. Also, the kids liked it. I found it a bit frustrating, but maybe it's because I'm so much older!

Relevant reading: science

500 R4 1987 A Aquarius
Apple 48k 150.00
science-basic skills 3-8

Emphasizes recalling facts, using context clues, drawing conclusions, locating the main idea, identifying the subject, and word attack skills. Reading levels 3 through 8th grade.
4- 5.25 disks; teacher's guide

Relevant reading: social studies

900 R4 1987 A Aquarius

Apple 48k 150.00
social studies-basic skills 3-8

Emphasizes recalling facts, using context clues, drawing conclusions, locating the main idea, identifying the subject, and word attack skills. Reading levels 3 through 8th grade.

4- 5.25 disks; teacher's guide

Remember! 3.8

371.39 R4 1985 A Compton's
Apple 48k 49.95
logic/problem solving 9-adult

A memory program useful for studying facts, lists, sequences and relationships. Promotes long-term retention required for a variety of subjects.

FSDB + (Darland/Taber); NWSpEd/IL # (Klusmeyer/Allendorf); ALSD + (Gallahar); BrentwoodEl/NC + (Cody);

Soft Rept A; NEA +; Only the Best; Compute 12/85 +

2- 5.25 disks; user guide

FSDB: This is a great program for individualizing study guides, tests, etc. as the material can be printed and taken home by students. NWSpEd/IL: Interest level is fair (grade 4). BrentwoodEl/NC: Good tool for individual assignments.

Report card 3.8

371.27 R5r 1982 A Sensible Soft.
Apple 48k 59.95
utilities-grades/recordkeeping adult

Teacher utility for grades management.

WPASD ++ (Malmberg); MSSD + (9-12); LafayetteEl/CA + (Lange); Overlander/Can + (Zordell); ALSD - (Gallahar);

Soft Rept A; Teach and Comp 1/88 B;

1- 5.25 disk; user guide

LafayetteEl/CA: Not sure if it's the best grading program-seems like another one could do more. ALSD: Not for our school, but it may be OK for someone else.

Rhyming pictures 2.6

616.9 W4r 1984 A Parrot
Apple 48k 69.95
English/language arts-basic skills 4-16

Designed for users with language and reading disorders. Teaches the name of a word that rhymes with each of 60 noun-pictures.

MT.MSDB -- (Gillis); PortsmouthHS/NH # (O'Sullivan); SAK/NM + (Klein);

1- 5.25 disk; teacher's guide

SAK/NM: It teaches the student to read past the first few letters of a word to determine what the word is. Observing the student using this naming program gives the examiner an opportunity to see where the errors are being made. Also, when used with pre-Kindergartner, an adult is needed to assist.

Riddle me this 4.3

793.7 R5 1981 A Data Command
Apple 48k 85.25
reading-vocabulary 4-12

Computer becomes a riddler giving user a riddle and challenges user to figure out the answer. User must employ word recognition skills.

MT.MSDB + (Gillis); OswegoBOCES/NY ++ (Hebert); DutchesBOCES/NY + (Johnson);

Classrm Comp Learn 1/84 +; MicroSIFT 6/83 +; Soft Rept B; Comp Teach 4/85 +;

3- 5.25 disks; teacher's guide

OswegoBOCES/NY: My students loved this program! (10-13 year old H.I.) DutchesBOCES/NY: Student very quickly picked up on the expected type of response and didn't attempt to learn from the program. The riddles were too hard and didn't hold his interest.

Right job 2

371.425 B7r 1986 A (d) Wings/Sunburst
Apple 48k 189.00
guidance-career education 7-adult

Career exploration program written for non-college bound students. Author states it was written for special education students also.

WPASD - (Karn); MarshallHSHIP/VA - (9-12);

Soft Rept A;

4- 5.25 disks; user guide

MarshallHSHIP/VA: Some of the disks (2+3) were interesting - disk one was difficult to follow

Right of way

152.335 R5 1984 A (d) MECC
Apple 48k 59.00
English/language arts-basic skills preK-2

Contains four programs that are designed to provide practice in identifying the spatial relationships of left and right. Programs are sequenced.

1- 5.25 disk; teacher's guide

Risk

794 R1 1989 A Virgin
Apple 64k joystick required 39.99
educational games 7-adult

Challenges user to employ powers of strategic planning. Victory depends on how the user deploys forces, where to fortify frontiers and when to attack enemies.

1- 5.25 disk; user guide

Robot odyssey I

794.82 W3r 1984 A (d) Learning Co.
Apple 64k 49.95
logic/problem solving 7-16

A simulation in which the user must design integrated circuits, burn chips and build robots.

Soft Rept A; Family Comp 3/85 +;

1- 5.25 disk; user guide

Rocky's boots 4
511.3 R6r 1982 A Queue
Apple 48k 49.95
logic/problem solving 2-12

User designs simulated simple machines and then builds them. Provides computer literacy, electronics, and problem solving activities.

WPASD + (Malmberg); FDLRS +; SECTOR ++; KDES +; RossiInt/NJ + (Baniky) SouthHS/CO ++ (Benson); COSDB + (Roadruck); MayoHS/MN ++ (Winters); FSDB ++ (Schuler/Greco); Underwood/NC + (Little); WaukeganHI/IL + (Yepsen); GrJunc/CO # (Dean); CO.NECBOCES -- (adult);

Only the Best; Elect Learn 5-6/85 p40; MicroSIFT +; Bklst 1/1/83 +; Class Comp Learn 1/84 +; NEA +; Alberta +; Soft Rept A;
1- 5.25 disk; user guide

COSDB: Difficulty in exiting commands. FSDB: Student will need to have a strong fourth grade reading level in order to follow the directions. There is a lot of reading involved in this program. Despite the amount of reading, those students that were able to use the program demonstrated a strong interest in using the program. After learning how to play, teacher assistance will probably still be needed occasionally, but it is a very worthwhile program for use with advanced students. The first time a student uses the program, he will need about an hour to learn it. After the student understands how to play, he can finish each game in about 20 minutes. Underwood/NC: Students enjoy the problem-solving features of this software. WaukeganHI/IL: Difficult to learn, but great for thinking skills. GrJunc/CO: It takes a long time to get the hang of this program. CO.NECBOCES: I couldn't get it to move from the 1st room using the keyboard.

Ruby the scene machine: the farm 3.7
421.52 S2 1984 A (d) Queue
Apple 48k 49.95
reading-vocabulary 2-7

Uses computer graphics to create a video drawing book in vivid color.

COSDB + (Fleharty); Arey/IA ++ (Salinas); UmatillaDist/OR - (Savard);
1- 5.25 disk; user guide

UmatillaDist/OR: (Recommend for purchase: no, because) the use for the software is very limiting. If there was a least an option to print pictures then the possibilities of use would grow.

S

SAT word attack skills 3.7
428.4 P74s 1982 A Compton's
Apple 48k 29.95
guidance-test taking 9-12

Program strengthens word comprehension and word analysis and provides an opportunity for user to become familiar with the antonyms portion of PSAT/SAT.

WPASD - (Saunders); MSSD ++ (9-12); CO.NECBOCES + (9-12);

Only the Best; Crseware Rept Card 12/82 +; Soft Rept A-; EPIE -;
2- 5.25 disks; user guide; product catalog

CO.NECBOCES: You can't print out any of the word lists or tests to study for. Student cannot be at the computer enough time to study.

Sailing through story problems 4.3
513 S3 1987 A DLM
Apple 64k 46.00
mathematics-word problems 4-9

Features 12 content levels covering 1-step and 2-step story problems; branches to higher level as determined by teacher; built-in calculator; various levels of hints; label selection for user to assign labels when answering.

ConnSENSE 8\89 +; DCSHospSch/NC + (4); Miller/KS ++ (5);

Curr Rev 9\88 +; 1988 Ed Soft Preview Guide +;
2- 5.25 disks; user guide

Miller/KS: The program offers basic add and subtract story problems progressively becoming more difficult and includes multiplication and division problems.

Scholastic data files for Bank Street filer 3.5
651.5 S3 1986 A (d) Scholastic
Apple 48k 99.95
data base managers 7-16

Contains data for use with BS Filer - Zoos; News; Animals. Four unit curriculum guide brings user to the point of creating own files.

MT.MSDB # (Gillis); CREC/CT + (Loop);
1- 5.25 disk; user guide; ref card

MT.MSDB: I liked this software program. If I were teaching a computer science class, this would be a good introduction to data bases.

Science toolkit master module 4
500 S34 1989 A Broderbund
Apple 128k, joystick port 89.95
science-scientific methods 4-12

Consists of measuring instruments for the computer and software to give screen displays and printouts from real experiments.

ASD + (10);

Only the Best; Comp Teach 10/86 ++; A+ 12/87 ++; Classrm Comp Learn "Best of the Decade" 5-6/90;
1- 5.25 disk; user guide; 2 thermistors; photocell; interface box;

ASD: Response time was slow and the accuracy of the thermometers was not good (not used with students).

Scoop Mahoney: investigative reader

428.4 S3 A DLM
Apple 64k 46.00
reading-comprehension skills 4-9

Promotes reading and and comprehension. User becomes reporter for a magazine and is given four levels of story assignments that introduce him/her to a wide range of subjects, related vocabulary and sources for gathering information.

Only the Best;
2- 5.25 disks; user guide; keychart

Secret of Vincent's museum

510 S1 1990 A Tom Snyder
Apple 64k 74.95
mathematics-basic skills 5-8

User is an investigative reporter assigned to uncover the mystery behind the museum's uncanny rapid success. The mystery unfolds as math problems are solved. Graphics draw users into places where they meet people needing help with math problems.

Classrm Com Learn Award of Excellence
1- 5.25 disk; quick start ref. teacher guide

See the USA 3.7

917 S4 1986 A Compu-Teach
Apple 64k 59.95
social studies-geography 3-12

Allows user to create and edit informational questions regarding the states and capitals. Includes three games and two learning sections.

HES # (May); STMARYSSD + + (Brady); CREC/CT -- (Carroll); SEMNSEC + (Nelson); ConnSENSE +; PerkinsSB/MA + (Buckley); KLC/MA + + (1,5,7); GrJunc/CO + (9); IditarodEl/AK # (7-8);
8- 5.25 disks; user guide; map; puzzle

HES: Great way to learn a must concept. STMARYSSD: Excellent program. Support material (map, puzzle) good idea. Variety of activities excellent for reinforcement and tutoring. CREC/CT: When I typed in the correct answers on quiz, it gave me the feedback that the answer was wrong. ConnSENSE: This is an entertaining and instructional way for kids of all ages to learn more about the US. It provides interactive and challenging situations while it offers a number of options to help the student learn and then practice using information about each state. Because teachers can edit the material and responses, it has a broad appeal for a wide variety of students, and in actual use, students find it extremely motivating. KLC/MA: My older students really enjoyed using it. There is a very extensive selection of disks and material covered. The maps are very helpful. GrJunc/CO: A great way to learn geography! The map puzzle sure helped!

Semcalc: the semantic calculator

510.76 S4 1983 A Sunburst
Apple 64k 99.00
mathematics-logic/problem solving 6-12

Adapts for elementary and high school mathematics, problem solving strategies traditionally used in physics and engineering.

Only the Best; Classrm Comp News 9/83 +; Elect Learn 10/83 & 9/86 +; Math Teach 4/84 +; Classrm Comp Learn 9/83 +; EPIE;
1- 5.25 disk; teacher's guide

Sensible grammar 4

652.5 L6s 1986 A (d) Sensible Soft.
Apple 128k 80 col., IIc/gs 99.99
word processors-grammar checker 6-adult

Checks users' grammar, capitalization, punctuation and abbreviations. Searches out phrases that are vague, wordy, repetitive, sexist, etc.

STMARYSSD + (Heider);

Only the Best 1989; Apple Buyer's Guide W/88 +; Apple User 12/87 +; CUE 4/87 #; Comp Teach 11/86 +;
1- 5.25, 1- 3.5 disks; user guide

STMARYSSD: This program helps people to understand more about the use of grammar. It will improve our punctuation use.

Sensible speller

652.5 S4 1983 A (d) Sensible Soft.
Apple 48k 125.00
word processors-spell checker 6-adult

Spelling checker for use with a variety of word processors including Appleworks.

Nibble 3/87 & 6/90; Elect Learn 9/86;
2- 5.25 disks; user guide

Sentence combining (SENCOM) 3.9

372.6 S4 1983 A Milliken
Apple 48k 195.00
English/language arts-writing 4-8

Program is based on a strategy of sentence combining-a proven method of leading students toward writing more fluently.

KDES -; HES + (May); WaukeganHI/IL + (Degman); Mason/OH + (Jaggers); CarsonJHS/AZ + + (Willis); LouisaHS/VA + (Meadows); GrJunc/CO + (Dean);

Only the Best; Crseware Rept Card 2/83 +; Elect Learn 5-6/83 +; Classrm Comp Learn 1/84 + EPIE +; Ed Tech 9/83 +; Sch Lib J 1/85 +;
3- 5.25 disks; teacher's guide; reproducible masters

GrJunc/CO: A good reinforcer of language arts.

Sentence fun 1

425 S4 1987 A Optimum
Apple 128k 49.95
English/language arts-basic skills 3-7

Students identify and use various parts of speech to construct their own stories. Program gives basic script but kids fill in blanks with verbs, adverbs, etc. On-

screen help is available. Contains four word lists of 255 words each.

LakeDrSchHI/NJ -- (1-3);
1- 5.25 disk; user guide

LakeDrSchHI/NJ: Not very motivating. Kids don't remember that the words in the "silly" stories are words they picked - there are much better "parts of speech" games available.

Sequence 3.6

372.6 P7 1983 A — Learning Well
Apple 48k — 49.95
reading-reading in content areas — 3-12

The objective of this program is for the user to be able to place a set of four paragraphs in correct sequential order.

MSSD + (9-12); KDES +; CLEARYSD - (Veatch); EllendaleGeneva/MN + (Olson); FSDB + (Devlin/Zidar);

Soft Rept C;
1- 5.25 disk; teacher's guide

FSDB: Sequence is written at a 2.0-3.5 reading level, however, the format is designed to appeal to any age group. Cannot exit and return to same place so minimum time of 25-30 mins. is a must.

Shadows of Mordor

793.7 S1 1988 A (d) — Addison
Apple 128k IIe/IIc/IIgs — 39.95
educational games — 7-adult

Text adventure game based on the second volume of J.R.R. Tolkien's Lord of the Rings trilogy. User can play the role of either Frodo Baggins or his loyal hobbit friend, Sam Gamgee. The object is to destroy the Ring.
1- 5.25 disk; user guide

Shape and color rodeo 3.3

152.14 S4 1984 A — DLM
Apple 48k — 32.95
early learning/preschool — preK-3

Contains six activities to help pre-readers develop basic skills as well as keyboard competency and problem-solving skills. Teaches different shapes, colors, and color formation.

NikkariEl/MI # (p-K); DCSHospSch/NC - (K); INSD # (1); FSDB + (K-5)

1988 Ed Soft Preview Guide +; *EPIE 8\87* #; *1990 High/Scope Survey* +; *Soft Rept 1987* +;
1- 5.25 disk; user guide

NikkariEl/MI: This was difficult for our students to use independently (grades preschool-Kinder.). It requires too much reading. DCSHospSch/NC: Outdated graphics and requires a lot of reading for young children. INSD: We needed to give close supervision to the students using this and the games are too complicated for the first grade level although students enjoyed it and did understand the concepts. FSDB: Excellent color graphics tend to hold students' interest very well. Documentation includes ways to enhance and reinforce the skills used in the various activities. High interest level for a repetitive skill that can otherwise become boring.

Ships ahoy 3.9

513 S5 1983 A — Unicorn
Apple 48k — 39.95
mathematics-basic skills — K-6

Provides practice for addition, subtraction, multiplication and division. Extensive graphics.

MT.MSDB ++ (Schwabe); KDES ++ (Kubis); CLEARYSD - (Costanzo); WISD +; MaplewoodEl/IN + (Kingsbury); ScrantonSSD/PA ++ (Barrett); WaukeganHI/IL + (Yepsen); Arey/IA + (Salinas/Schledewitz); GrJunc/CO + (Dean); INSD + (1-5); Miller/KS - (2-5);
1- 5.25 disk; instruction card; product catalog

CLEARYSD: Directions would have to be explained clearly before students attempted to use program to eliminate frustration. ScrantonSSD/PA: Great. WaukeganHI/IL: I especially liked the fact that the "tables" could be drilled. My students (elementary) really enjoyed this program. Arey/IA: The graphics were fantastic. My second grader was enthralled with it. GrJunc/CO: The students (grades 4 and 5) felt it moved along rather slowly. It was good for drills though. INSD: Holds child's interest through drill and also we are also able to set the program to suit independent needs. I feel it would be better if each program was a little longer and it's a pain to reset the time and level for each game. Miller/KS: The maze was too fast. I didn't find a way to slow it down. You need a color monitor to enjoy the "Sailing Sketch" game. Addition drill ranges from 4+_=11 to 376+493. but you must type answers left to right which makes mental math difficult.

Show time 4

808.2 S5 1986 A (d) — MECC
Apple 64k — 59.00
English/language arts-writing — 6-9

Turns computer into a stage on which users can write, edit, practice, and perform their own short plays. Provides a choice of characters, props, etc.

LakeDrSchHI/NJ ++ (Cheskin); BerryhillEl/FL + (Rawls); StAlphonsus/Can # (O'Brien); SpecNeedsLib/MD +;

Soft Rept A; *Parents' Choice Gold Award*; *A+ 12/87* ++;
1- 5.25 disk; teacher's guide

LakeDrSchHI/NJ: So many skills can be reinforced with this program, i.e. writing, sequencing, proofreading, following sequential directions, memory, etc., - I wish that the graphics were clearer - especially the props, and that they could move wherever the author wanted to move them. Slow program execution. Biggest negative: not being able to go back to the point of error in rehearsal after correcting - you need to go all the way back to the beginning. Kids loved this - so did I! BerryhillEl/FL:

It was too difficult for my children (grades 4-5). Maybe high school hearing-impaired could use this. StAlphonsus/Can: This has excellent potential but a teacher or supervisor is required to assist until the user can function independently. Good for enrichment.

Sign designer 4.2

659.13 S5 1985 A (d) Power Up
Apple 64k 49.95
utilities-graphics K-16

Lets user create artist-quality signs on microcomputer. Useful for notices, large signs, bulletin board announcements or any messages that require graphics.

MSSD + (9-12); STMARYSSD + (Russell/Harmon); SpecNeedsLib/MD + + (Kaplan); NWNazareneC/ID + (Drahn); HIPLakeview/KS + (1-3)
1- 5.25 disk; user guide

SpecNeedsLib/MD: I found this program easy to use. The flexibility in letter size was a great feature. HIPLakeview/KS: We would have liked to print open letters so they could be colored in for brighter signs.

Signs and symbols

640 S1 1988 A Lawrence
Apple 128k 69.95
English/language arts-basic skills 7-adult

Students see common safety, direction, information, and road signs. They are encouraged to discover the meaning of each sign and think about appropriate response actions. Teachers can printout results identifying each student's problem areas.

Closing the Gap 2-3/93
1- 5.25 disks; teacher's guide

Simulated computer 2

005.1 S7s 1982 A (d) EduSoft
Apple 16k 24.95
computers-literacy 7-12

Program demonstrates many of the basic principles and operations of a computer. Helps user understand and visualize inner workings of computers.

MT.MSDB - (Schwabe/Gillis);
Only the Best; Alberta +; Crseware Rept Card 4/83 +; Soft Rept B;
1- 5.25 disk; user guide

Sixth grade consumer situations 3

513.2 U54b 1985 A Aquarius
Apple 48k 115.00
home economics-consumerism 6

User learns to identify and recognize telephone numbers, area codes, address, and zip codes. Compute wages without deductions.

LJHS # (Vaughan); MarshallHSHIP/VA # (9-11);
3- 5.25 disks; 3 user guides

LJHS: I would only purchase for use with remedial class. When one screen display is prompted to go to another by pressing the space bar, the original screen "jumps" to the next display. It is not a smooth transition. I would only have 6th graders use this program only if they have a slow rate of learning. Some good concepts are introduced, i.e. zip code, area code, address, wages, etc. but at a very basic level. MarshallHSHIP/VA: The first two disks are too simple. I would like more like the third disk.

Sixth grade math competencies, decimals

513.2 U9b 1985 A Aquarius
Apple 48k 39.95
mathematics-decimals/percents 6

Drill and practice for ordering decimals up to and including hundredths.
1- 5.25 disk; user guide

Skeletal system 3.3

612 S54 1984 A BrainBank
Apple 16k 69.00
science-anatomy/physiology 4-10

Designed to provide supplemental and more detailed study of one of the six major body systems.

COSDB - (Fleharty); ElmCreekLib/KS # (Robinson); ALSD + + (Gallahar); DanWPeterson/UT # (Martensen);
Only the Best; Crseware Rept Card 9/83 +; Classrm Comp Learn 1/84 +;
1- 5.25 disk; overview booklet; learning guide

DanWPeterson/UT: Too high level for lower elementary age.

Sky lab 5

520 S5 1985 A MECC
Apple 64k 59.00
science-astronomy 7-9

A tool for teaching astronomy designed to help users observe and understand some of the events that take place in the night sky.

CO.NECBOCES + + (6, 10-11);
Only the Best;
1- 5.25 disk; teacher's guide

Smoking decision 3

613.8 S6 1985 A (d) Wings/Sunburst
Apple 48k 65.00
health-drugs/alcohol/tobacco 6-12

Designed to help users make decisions concerning the use of cigarettes. Uses interactive approach to engage user in decision-making process.

LJHS + + (Vaughan); Matheny/NJ -;
Bklst 12/1/85 p589 +;
1- 5.25 disk; user guide

Software shopper 2.8

001 A (d) public domain
Apple 48k 850.00
general purpose preK-adult

BEST COPY AVAILABLE

Public domain software in all subject areas and for all grade levels. Described in detail in Software Shopper book. May be copied.

SouersJHS/OH - (7-9); APSEA/NB3 - (2-5); MissSD # (4-6); ENCSD # (preK-8); CibolaHS/AZ + (9-12);
107- 5.25 disks; product catalog

APSEA/NB3: Graphics need to be more colorful to interest students. On several disks the computer must be re-booted to change from one activity to the next one. There is no way to go back to the menu. ENCSD: Although the younger, non-readers had difficulty with the instructions, the more higher functioning (7th and 8th graders) enjoyed most of the programs and were able to use the programs effectively. Written instruction/manual would be helpful in getting into some of the programs to add teacher's word list, etc.

Solving addition and multiplication problems 3.5

513 E931 1982 A (d) MCE
Apple 48k 54.95
mathematics-word problems 7-12

Offers instruction in solving math word problems while reinforcing essential principles of the problem solving process.

LJHS + (Vaughan); ConcordHS/CA # (11);
1- 5.25 disk; user guide

LJHS: Provides information at 3 different levels about how to solve one-step problems using addition or multiplication by presenting clue words. The teacher has the option to select the entry level and vocabulary/comprehension level. ConcordHS/CA: Graphics need more pizazz and it's a bit too wordy. It's clear, cut doesn't stimulate much interest.

Solving multiple-step problems 3

513 E9 1982 A (d) MCE
Apple 48k 54.95
mathematics-word problems 7-12

Offers instruction in solving math word problems while reinforcing essential principles of the problem solving process.

LJHS # (Vaughan);
1- 5.25 disk; user guide

LJHS: Uses a three step analysis process and checking to teach completing of multiple step problems. Good intro to setting up basic algebraic equations. Teacher selects appropriate instructional/reading level for teaching the concept. She may also modify the program format.

Solving subtraction and division problems 4

513 E95 1982 A (d) MCE
Apple 48k 54.95
mathematics-word problems 7-12

Offers instruction in solving math word problems while reinforcing essential principles of the problem solving process.

LJHS + (Vaughan);
1- 5.25 disk; user guide

LJHS: Provides a good tutorial about how to determine if division or subtraction should be used to solve problems by teaching key words. The same concepts are presented at 3 levels of reading and the teacher has the option to change the program format.

Solving word problems 4.3

510.76 S6 1987 A Aquarius
Apple 48k 115.00
mathematics-basic skills 4-12

Instruct user in use of step by step problem solving procedure. All problems are consistent with the functional literacy basic skills test. Recordkeeping.

LJHS + (Vaughan); LakelandAEA/IA + (Wethor); ConcordHS/CA ++ (9-12);
3- 5.25 disks; workbook, and answer key

LJHS: This program has a teacher management feature and 3 disks for some objectives at 3 reading levels. This allows the same skills to be taught and reading levels can be adjusted to individual students needs. Students don't solve the problems, they learn to identify information needed to solve the problem. It is a drill/practice program without any tutorial information. The graphic reward is repeated over again without variation on each individual disk. ConcordHS/CA: Encourages the student to think about how to do the problem rather than focusing on the drill.

Solving word problems with fractions

513.5 S4 1988 A Aquarius
Apple 48k 150.00
mathematics-basic skills 8-10

Provides instruction on: solving problems involving addition, subtraction and multiplication of fractions; and, practice with fractions. Includes pre- and post-tests. Part of 8th-10th Grade Math series.
4- 5.25 disks

Sound tracks 2

781.07 S6 1985 A (d) MECC
Apple 48k 59.00
music K-6

Motivates users to experiment with sound, line and color to create musical pictures.

StAlphonsus/Can - (O'Brien);
1- 5.25 disk; teacher's guide

StAlphonsus/Can: Colored graphics would have greatly enhanced the program. It was too frustrating to use this program. Kids (primary) lost interest. This was a very difficult program for an adult to fully access, understand and use. For a child, it would be virtually impossible. An adult was always needed nearby.

Space station freedom 2
372.6 S6 1990 A MECC
Apple 128k 59.00
reading-comprehension skills 5-6

Users employ a variety of reading skills to learn about the Space Station and choose the team to go on the next mission.

Miller/KS - (5);
Only the Best; Bklst 4/1/91; Sch L J 5/91;
1- 5.25, 1- 3.5 disks; teacher's guide

Miller/KS: This was too hard for my 5th grade student. But my student reads on a lower grade level so this evaluation may not be appropriate.

Space subtraction 5
513.212 S6 1985 A MECC
Apple 64k 59.00
mathematics-addition/subtraction 1-3

Combines whole-number subtraction drills with motivational activities. The five programs are sequenced according to difficulty and don't involve regrouping

INSD ++ (1-3);
1988 Ed Soft Preview Guide +;
1- 5.25 disk; teacher's guide

INSD: Students were extremely motivated to succeed.

Space waste race 2.9
510 P4s 1984 A (d) Wings/Sunburst
Apple 48k 65.00
early learning/preschool preK-2

For beginning readers - includes music and animation. Provides practice counting, number and letter order and identification and direction.

HES -- (May); PoplarBluff/MO - (Rice); Underwood/NC + (Little); SAK/NM - (Klein); LakelandAEA/IA + (Wethor); BOCES1/NY + (Karpinski); NikkariEl/MI # (preK-1);
High/Scope #; Soft Rept A-;
1- 5.25 disk; user guide

PoplarBluff/MO: Provides only a limited amount of information. Underwood/NC: My kids loved this program. SAK/NM: Not able to let child do this independently until after they knew the story. NikkariEl/MI: This could not be used independently by my students (preK-1).

Special skill builders I 3.1
371.9 S6 1981 Lev.1 A (d) Compu-Tations
Apple 48k 34.95
early learning/preschool K-8

Designed to teach skills in number, shape and color recognition.

HES + (May); PCBunnElem/OH +; NoTrailsAEA/IA # (Garriott); SAK/NM # (Klein); GrantEl/WI # (Furlano-Hennes); Riverside/IA - (Schledewitz); INSD # (1);
1- 5.25 disk; user guide; product catalog

NoTrailsAEA/IA: Not for my students. SAK/NM: Could not slow this program down enough. Also needed to sit with child to initiate task. Great for readers at the 2nd or 3rd grade level. GrantEl/WI: My students (preK-K) found it difficult to respond. Riverside/IA: It was too high of a level for my students. INSD: I think there are better programs.

Special skill builders II 3.5
371.9 S6 1981 Lev.2 A (d) Compu-Tations
Apple 48k 34.95
early learning/preschool K-8

Designed to teach skills in number, shape and color recognition.

HES + (May); Underwood/NC + (Cody); NikkariEl/MI + (Cordes); Riverside/IA - (Schledewitz);
1- 5.25 disk; user guide

Underwood/NC: Kids enjoyed this program for a limited time (grades 3-5). Riverside/IA: It was too high of a level for my students.

Speedway math 4.5
513.2 S6 1986 A MECC
Apple 48k 59.00
mathematics-multiple topics 1-6

Provides users with practice in the quick recall of math facts. Several teacher options are available to modify content to meet user needs.

MiltonEl/VT + (Bensinger); CO.NECBOCES ++ (2,5,7); NikkariEl/MI + (preK-1); Miller/KS ++ (2-5);
1988 Ed Soft Preview Guide +;
1- 5.25 disk; teacher's guide

MiltonEl/VT: Would prefer actual racing movement of cars and scorekeeping of some sort. No way to gauge how you are doing at any given time. CO.NECBOCES: The kids (gr. 2, 5, 7) loved the game and doing the practice. NikkariEl/MI: The reinforcement isn't as good as some, but this program allows for varied problems and a lot of flexibility. Miller/KS: There is a wide variety of drills. (+-x/) Sums 0 to 9, 0 to 12, 0 to 18, etc. The kids enjoyed it.

Spellagraph 4.4
372.63 S63 1983 A DesignWare
Apple 48k 29.95
English/language arts-spelling 2-8

Players try to guess a picture puzzle hidden behind squares. Players must correctly spell a word identified by a context sentence.

LJHS + (Vaughan); Underwood/NC ++ (Little); FSDB + (Hardin/Waterman); Crestline/OH + (Petty); Miller/KS: ++ (1-5);
Soft Rept B-; EPIE +; Alberta -; Elect Learn 10/84 +;
1- 5.25 disk; user guide; product catalog.

Underwood/NC: Excellent program for my students (grades 3-5). FSDB: Vocabulary in the program ranges from grade 2 to 8. This program allows teachers to put

in their own word lists and sentence clues. Miller/KS: I loved this program but my students didn't. I think they're just resisting spelling drills (gr. 1-5).

Spellakazam 3.3

372.63 S6 1983 A — DesignWare
Apple 48k — 29.95
English/language arts-spelling — 2-8

Spelling game which allows user to vary the difficulty of both game play and spelling words.

LJHS ++ (Vaughan); ScrantonSSD/PA + (Wilson); WVSD + (Staggs) # (Boley) -- (Denel); GrantEl/WI - (Beuchel); FSDB + (Moonan/Darland); Miller/KS - (3-5); BarbadosSDB ++ (Harding); INSD # (3-5);

EPIE +; Soft Rept B-;

1- 5.25 disk; user guide; 2 product catalogs.

ScrantonSSD/PA: Spelling lists could have been more difficult. WVSD: 1. I think the teacher would need to give her own directions because the book is too hard for our younger students. It is a fun game and educational. It requires fast thinking and good eye and hand coordination. 2. Directions were not clear - students would need help starting. Good because you can set up your own data disk. I think after the students learn how to use the disk, they would like it. 3. It is not interesting for our students. GrantEl/WI: Doesn't give enough time to respond. Magician always wins, which is frustrating for the students. FSDB: The teacher can add their own word lists. Miller/KS: The magician was too fast. My students (gr. 3-5) didn't enjoy this one. BarbadosSDB: Students should be able to use this without much teacher supervision (not used with students). INSD: Motor skills required are too hard for 1-2 grades and the spelling skills are too boring for grades 3-5.

Spellevator 4.5

421.52 S6 1988 A — MECC
Apple 128k — 59.00
English/language arts-spelling — 1-12

Designed to motivate users with a range of skills and abilities, to practice classroom spelling words.

LenaweeISDist/MI # (Ross); BerryhillEl/FL ++ (Rawls); INSD ++ (4-5); Miller/KS ++ (5);

Only the Best; Media & Methods + 5-6/89 p.68

1- 5.25, 1- 3.5 disks; teacher's guide

LenaweeISDist/MI: A lot required of user; very busy. BerryhillEl/FL: We will purchase this. Can't live without it! Great way to reinforce vocabulary for spelling, whole language, etc. (Used with grades 1-5.) INSD: Children find it motivating. It is an excellent teaching tool for reading and spelling. We love the program and just hate to send it back! Miller/KS: The game requires the student to spell words the teacher has listed. The game is exciting and fun and the students get lots of drill.

Spelling in context level I 3.5

372.63 S6 1984 A — Bertamax
Apple 32k — 34.95
English/language arts-punctuation — K-1

28 lessons of 10 words each; most commonly used words; reviews words missed.

NYSD ++ (Spidal); ORSSD -- (Cruscial); VSDBH + (Singleton); INSD + (3-5);

EPIE +;

1- 5.25 disk; user guide

ORSSD: Very limited - cannot escape from the program; does not handle incorrect responses well.

Spelling press 4.3

421.52 S63 1988 A — MECC
Apple 128k — 59.00
English/language arts-spelling — 1-12

A printing utility for teachers to use to create crossword puzzles or word searches correlated to classroom spelling activities. Includes the Spelling list editor for use in creating and editing word lists.

AEA5 + (1); Miller/KS + (adult); ClementsJHS/VA ++ (7-9);

Only the Best; Sch Lib J 6/89 #;

1- 5.25 disk; teacher's guide

Miller/KS: This is a teacher utility for creating crossword puzzles and word searches for students. ClementsJHS/VA: Great for enhancing spelling curriculum.

Spelling puzzles and tests 2

372.6 S63 1990 A — MECC
Apple 128k — 59.00
utilities-drill/test generators — 1-12

Can be used to design and print a variety of challenging word puzzles and tests in standardized test formats to help students master their spelling words.

Gallaudet/HI - (2);

1- 5.25, 1-3.5 disks; teacher's guide

Spelling rules

372.63 S6 1987 A — Optimum
Apple 128k — 49.95
English/language arts-spelling — 3-9

Six levels allow teachers to specify instruction with tracking capabilities for up to 39 students. Levels of difficulty can be adjusted to suit needs. On-screen help allows review of rules on demand. Reports can be printed.

1- 5.25 disk; user guide

Spelling wiz 3.2

372.6 C4s 1983 A — DLM
Apple 48k — 46.00
English/language arts-spelling — 1-6

Assists user in spelling words commonly misspelled and spelling "demons".

KDES -; SECTOR +; MT.MSDB - (Gillis); MaplewoodEl/IN # (Kingsbury); FSDB + (Williams/Moonan/Zidar); NikkariEl/MI + (Cordes);

Elect Learn 10/83 +; MicroSIFT 6/84 -; EPIE -; NEA +; Alberta -; Soft Rept A-;

1- 5.25 disk; user guide; student record sheet; progress chart; strategies for improvement sheet; 21 worksheets

FSDB: No reading required. No on-screen directions. Documentation includes supplementary materials such as worksheets, record-keeping forms, etc.

Spelling workout 5

421.52 S64 1988 A MECC
Apple 128k 59.00
English/language arts-spelling 1-12

Students take a pretest, correct it, concentrate on misspellings, and take a post-test. Records help track progress and diagnose difficulty. Personalized word lists can be created.

Miller/KS + + (5);

Only the Best;

1- 5.25 disk; teacher's guide

Miller/KS: The computer asks the user to say the word, say the letters, then type the word. I liked this series of steps.

Sports terminology series 3

796 S6 1983 A (d) Project REACT
Apple 48k 20.00
physical education 9-12

Designed to familiarize user with sports related vocabulary through drill and practice exercises.

MSSD + (9-12); NTID - (Russell);

1- 5.25 disk; user guide

Square pairs 3.7

794 S6 1983 A Scholastic
Apple 48k 39.95
educational games 1-12

A matching game of memory and imagination designed for up to four players. Helps develop power of concentration.

KDES -; NYSD + + (Spidal); DanWPeterson/UT + (Martensen); PostFallsDist/ID + (Stoddard); FSDB + (Hardin/Waterman/Thornton); LakeDrSchHI/NJ # (Cheskin); Riverside/IA # (4);

Only the Best; Crseware Rept Card +; Classrm Comp Learn 1/84 +; Creative Comp 4/84 +; Sch Sci and Math 2/84 +; Soft Rept A;

1- 5.25 disk; user guide; teacher's edition

FSDB: Language depends on teacher input. Saves teacher/student made games on a data disk. Reward is not very exciting and is sound activated, it is not very graphic. Can vary the number of concentration boxes on the screen. LakeDrSchHI/NJ: Nothing exciting about this - other memory/matching games available have more interesting rewards and graphics. Easy to program your own lists - the choice of vocabulary in the existing games are not always consistent with purported level. Riverside/IA: Student (gr. 4) was not very motivated. I have seen more rewarding matching games.

States and traits 4.2

917.3 S7 1984 A Compton's
Apple 48k 39.95
social studies-geography 7-12

Game which combines US geography, history, current facts and trivia. Various skill levels and can be modified.

MSSD + (9-12); STMARYSSD +; WASSD + (Born); FSDB + + (Darland/Smith); LakelandAEA/IA + (Wethor); StoneCo/MS + (7-9)

NEA +; Soft Rept A; MicroSIFT 10/85 +; Sch Lib J 5/85 +;

1- 5.25 disk; user guide

FSDB: Directions are written at about a second grade reading level. For the first game, students only need to know how to read the names of the states. Reading is required to match the states with their traits in the second game. Program can be easily modified by the teacher.

Stickers 3.2

153.43 S7 1984 A Queue
Apple 48k 34.95
art preK-4

Encourages user's creativity while improving problem-solving skills. User learns to distinguish and use many shapes, combining them to create a picture. He/she selects a sticker, colors, rotates, positions and then matches it.

StaffordEl/NJ -- (Gibbons); LakeDrSchHI/NJ + + (Cheskin); NoTrailsAEA/IA + (Garriott); WaukeganHI/IL + (Yepsen); SMDI/Can # (Boult); Riverside/IA - (Schledewitz);

High/Scope + +;

1- 5.25 disk; user guide; product catalog

StaffordEl/NJ: The directions are not clear; students did not understand. LakeDrSchHI/NJ: A simple program that can be used for many different uses, i.e. visual perception, color and shape recognition, vocabulary, concept development, giving and following directions. Ability to print would add to this program (preK-4). NoTrailsAEA/IA: The tasks are rather complicated and take supervision and instruction for the beginners. It is enjoyable and popular once the steps are learned. WaukeganHI/IL: Very difficult to learn to use at first. I believe it's too hard for the ages specified. SMDI/Can: It was too difficult a program for our children (preK-K) to use independently. Riverside/IA: Very difficult to understand and to explain. My kids (preK) and I both had a hard time understanding and using this program.

Stickybear ABC 3.7

372.6 H4s 1982 A Optimum
Apple 48k 39.95
reading-reading readiness preK-1

Alphabet program designed especially for children from ages three to six. Each letter of the alphabet is shown with animated pictures and sound.

KDES -; MT.MSDB - (Schwabe); SouthEl/IA ++ (Skibsted); MaplewoodEl/IN + (Kingsbury); WISD +; ASD ++ ; GrantEl/WI - (Berg); NikkariEl/MI ++ (Cordes); Edison/MI + (preK-2);

Only the Best; Bklst 9/1/83 +; Classrm Comp Learn 1/84 +; Ed Tech 7/83 +; Micronotes 6/83 +; Alberta -; Soft Rept A; High/Scope #; EPIE ++;

1- 5.25 disk; user guide; "Look Book"

SouthEl/IA: This is an excellent program. Held interest of preschoolers. Easy to adapt program to higher functioning students. Grant/WI: It is not a pertinent skill for all students at our level. Edison/MI: Good for younger students. The graphics are good. Too repetitive for older students-not enough involvement. The sound can be a distraction.

Stickybear basic

005.133 H4s 1985 A — Optimum
Apple 48k — 49.95
computers-programming — 4-8

A gentle intro to BASIC programming language. Users are provided with all they need to begin writing short programs through interactive tutorials and samples. Topics include line numbering, print statements and loops.

NEA +

1- 5.25 disk; user guides; set of stickers; poster

Stickybear basketbounce

794 S83 1983 A — Optimum
Apple 48k — 39.95
early learning/preschool — K-3

Win points by catching objects before running out of baskets, getting hit on the head or being tripped. There are 16 rounds. Can be played with keyboard or paddle.

1- 5.25 disk; user guide.

Stickybear bop — *4*

794 S85 1982 A — Optimum
Apple 48k — 39.95
early learning/preschool — preK-K

Three animated shooting galleries of Stickybears, ducks, planets and balloons to knock off the screen. Object is to accumulate points by hitting as many things as possible before running out of balls or getting hit yourself.

Miller/KS + (3); INSD + (1-5);

1- 5.25 disk; user guide

Miller/KS: Although the students (grade 3) loved this arcade-like game, I didn't. It is a game, not a teaching tool. Can be played with keyboard or paddle. I suppose it is good for eye-hand coordination, but didn't teach anything else. INSD: Although we thing this is a good program, it does not fit into our academic goals. We used it for play or reward only.

Stickybear drawing — *5*

006.6 H4s 1986 A — Optimum
Apple 48k — 49.95
art — 2-8

Drawing program that works with keyboard, mouse, joystick or touchpad. User can choose freehand draw or circle, box, or lines. Has a variety of brushes and colors. Can save, print and present slide shows.

NikkariEl/MI ++ (K-4);

1- 5.25 disks; user guide

NikkariEl/MI: The students (grades K-4) really enjoyed this.

Stickybear math — *4.7*

513.21 H45st 1986 A — Optimum
Apple 128k — 49.95
mathematics-addition/subtraction — 1-4

Provides focused drill and practice in basic addition and subtraction skills. Program adjusts automatically to meet individual needs of each user. A level adjustment that user never sees monitors progress and adjusts accordingly.

HarbourEl/Can + (preK-2); Miller/KS ++ (2-5); FSDB ++ (1-5);

NEA +;

1- 5.25 disk; user guide

HarbourEl/Can: My class thoroughly enjoyed using this program and got a lot of extra practice in basic math skills. It was easily understood by the students (preK-2) and they had no trouble using it. Miller/KS: The kids loved the graphics! Ranges from: sums to 5 with objects to count and add, to: 3-place subtraction with borrowing. FSDB: No reading required.

Stickybear math II — *4.7*

513.21 H45s 1986 A — Optimum
Apple 128k — 49.95
mathematics-multiplication/division — 3-8

Provides focused drill and practice in basic multiplication and division skills. Program adjusts automatically to meet individual needs of each user. A level adjustment user never sees monitors progress and adjusts accordingly.

INSD ++ (4-5); Miller/KS ++ (3); CamillusMS/NY + (6);

NEA +

1- 5.25 disk; user guide; sheet of stickers; poster

INSD: The students loved it and were highly motivated. It makes drill fun! Miller/KS: The students enjoyed this program for drill on multiplication math facts. CamillusMS/NY: Deleting student names is awkward.

Stickybear numbers — *4.4*

513.2 H4s 1982 A — Optimum
Apple 48k — 39.95
mathematics-basic skills — preK-1

This is a counting and number recognition program. Each time a number is pressed, a new set of pictures will be displayed.

FDLRS +; KDES +; ConnSENSE +; COSDB + (Fleharty); DouglasTilden/CA + (McGrath); ALSD + (Harmon/Elston); MaplewoodEl/IN ++ (Kingsbury); ASD ++ (Abbott); SouthEl/IA ++ (Skibsted); LenaweeISDist/MI + (Todd); GrJunc/CO ++ (Dean); SAK/NM ++ (Klein); NikkariEl/MI ++ (Mills); Edison/MI + (K-2);

Only The Best; Classrm Comp Learn 1/84 +; MicroSIFT + 9/83; High/Scope +; Alberta +; Soft Rept A; EPIE ++;

2- 5.25 disks; number book; stickers; 2 page user guide; chart

ALSD: 2. Graphics are great reinforcement for the kids. The motion and colors are of high interest quality. MaplewoodEl/IN: Colorful graphics keep their (students) interest. ASD: Some graphics appeared too fast and then moved around, making counting difficult. SouthEl/IA: We are ordering this program. GrJunc/CO: Graphics are great! My student loved it (1st grade). SAK/NM: Would recommend for purchase, however, it is a very limited program. NikkariEl/MI: Love the graphics. Edison/MI: Good representation of numbers. Numbers appear and then are taken away. Students, especially older ones, get bored after a while.

Stickybear opposites — *4.3*

428.1 H4s 1986 A — Optimum
Apple 48k — 39.95
early learning/preschool — preK-1

Uses large, colorful animation to teach opposites. Includes up/down, full/empty and in front/behind.

MOSD ++ (Davis); FSDB + (Waterman/Greco); Arey/IA ++ (Salinas); SAK/NM ++ (Klein); Underwood/NC + (Little); NoTrailsAEA/IA # (Anliker); WaukeganHI/IL + (Yepsen); Riverside/IA ++ (Schledewitz); ConnSENSE +; NikkariEl/MI + (Cordes); ConcordHS/CA # (2-3); Edison/MI ++ (preK-2); BarbadosSDB + (Harding); INSD ++ (K-2);

Soft Rept A-; High/Scope +; EPIE +;

1- 5.25 disk; 32 pg book; sheet of stickers; user guide; poster

FSDB: Only one word at a time in on the screen. Children lost interest after a few lessons. Arey/IA: Sequencing of opposites in the book could have been better correspondence with the program. Underwood/NC: Kids enjoyed this program. Good graphics. NoTrailsAEA/IA: It was good for the variety of opposites presented, but it didn't have a lot of student involvement. Riverside/IA: Little adult interaction is required. My 3 year olds loved this program. They were able to function on the computer alone but would request adult interaction to view graphics. ConcordHS/CA: Our students (gr. 2-3) could use this software for 1 on 1 work during free time which generated interest in computers. Edison/MI: Motivating, fun, good job of visually presenting opposites. Was appropriate for all students as awareness of beginning concept. BarbadosSDB: Could not get the display to change by use of the space bar. The CTRL and OPEN APPLE keys when pressed together changed the display. INSD: Good vocabulary building, however, it needs closer supervision with younger students so that they don't rush through the program (used with K-2).

Stickybear opposites — *4.3*

428.1 N4 1986 A — Optimum
Apple IIgs 512k — 39.95
early learning/preschool — preK-1

Uses large, colorful animation to teach opposites. Includes up/down, full/empty and in front/behind.

MOSD ++ (Davis); FSDB + (Waterman/Greco); Arey/IA ++ (Salinas); SAK/NM ++ (Klein); Underwood/NC + (Little); NoTrailsAEA/IA # (Anliker); WaukeganHI/IL + (Yepsen); Riverside/IA ++ (Schledewitz); ConnSENSE +; NikkariEl/MI + (Cordes); ConcordHS/CA # (2-3); Edison/MI ++ (preK-2); BarbadosSDB + (Harding);

Soft Rept A-; High/Scope +; EPIE +;

1- 3.5 disk; sheet of stickers; user guide; poster

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Stickybear parts of speech — *4*

425 H4s 1986 A — Optimum
Apple 48k — 49.95
English/language arts-basic skills — 3-6

Helps user identify parts of speech from built in word lists or from lists entered by teacher. Level of difficulty can be customized to suit user needs.

LakeDrSchHI/NJ # (Cheskin); NWSpEd/IL ++ (Fernstaedt); NWSpEd/IL + (Klusmeyer); Crestline/OH + (Petty); BerryhillEl/FL # (Rawls); NikkariEl/MI ++ (Cordes); CousinoHS/MI ++ (12) RoweEl/NV # (3, 5);

Soft Rept A;

1- 5.25 disk; user guide; poster; stickers

LakeDrSchHI/NJ: This is purely drill - with only a percentage score as motivation. My kids (grades 3-6) prefer a drill in a game format or drill that enables you to play a game as a reward. Crestline/OH: Slightly above age level. BerryhillEl/FL: My kids were bored with it (grades K-3). Needs to be more reinforcing. CousinoHS/MI: I liked this because it fits in well with the type of language structure used to teach the hare of hearing. Our speech therapist really liked this one. RoweEl/NV: Too difficult for independent work (gr. 3, 5).

Stickybear printer

682.6 H4s 1985 A — Optimum
Apple 48k — 49.95
desktop publishing — K-6

Use to design and print greeting cards, stories, stationary, invitations, posters, notices, etc. Includes graphics. Prints in color or black and white. Includes large library of border patterns, illustrations, and typefaces.

NEA +

1- 5.25 disk; user guide; poster; stickers

Stickybear printer picture library I

686.2 H4st 1986 A — Optimum
Apple 48k — 49.95
desktop publishing — K-6

Allows users to compose original designs or load pictures from other programs. Must be used with Stickybear Printer. Prints in color or black and white. Wide range of pictures and typefaces.

2- 5.25 disks; user guide; poster; stickers; 3 cards

Stickybear reading 4.3

428.4 H4s 1984 A — Optimum
Apple 128k — 39.95
reading-comprehension skills — preK-4

Users build vocabulary and reading comprehension skills with word/picture sets and put-together sentence parts. Three different activities include a large selection of pictures and words. May be used with joystick or mouse also.

Jenks/OK + (K-3); HarbourEl/Can + + (K-1); FSDB + (1-5);

NEA +; *Elect Learn* + +;

1- 5.25 disk; user guide; poster; stickers

HarbourEl/Can: I especially liked the graphics accompanying "Build a sentence". Excellent graphics! The graphics display of the sentence "in action" was especially important for this population (grades K-1 hard of hearing). "Match the Word" was confusing and somewhat difficult to execute especially if using the mouse. FSDB: The progression of the program from word recognition to sentence building with animated graphics is great. The student builds the sentences from noun, verb, and object choices. The choices make it easier for deaf children to construct the sentences.

Stickybear reading comprehension

428.4 H43s 1986 A — Optimum
Apple 128k — 39.95
reading-comprehension skills — preK-4

Users build vocabulary and reading comprehension skills with word/picture sets and put-together sentence parts. Three different activities include a large selection of pictures and words. May be used with joystick or mouse also.

1- 5.25 disk; 1 sheet of stickers.

Stickybear shapes 3.6

516 H4s 1983 A — Optimum
Apple 48k — 39.95
early learning/preschool — preK-2

Introduces children to the computer. Provides shape recognition. Use to identify five shapes - circle, square, triangle, rectangle and diamond.

MT.MSDB -- (Gillis); VSDBH +; SouthEl/IA # (Skibsted); ASD + + (Abbott); FSDB + + (Thornton/Greco); MOSD + + (Davis); SAK/NM - (Klein); PocahontasPre/IA + (Peterson); Riverside/IA - (Schledewitz); ConcordHS/CA # (gr. 2-3); Edison/MI + + (preK-1); INSD # (K-1);

Soft Rept A; *High/Scope* +; *EPIE* +; *Chime Newsletter 3/85* +;

1- 5.25 disk; "book of shapes"; poster; parents' guide; sheet of stickers

MT.MSDB: A very passive software program. Only one response was accepted and there is no feedback explaining why the response is incorrect. The user is never shown the correct answer. There are no examples demonstrating the program. The program allows the user to become lost with no apparent way out. SouthEl/IA: I found the other Stickybear programs to be more interesting for my students (Stickybear ABC and Stickybear Numbers). Even though I gave it an average rating, I would still consider the program for purchase. ASD: Wrong answer was indicated only by a beep - the graphics are so detailed on smaller bears they are hard to see. FSDB: No reading required. For the skills this program is addressing, it covers it perfectly. MOSD: Excellent - as usual for Stickybear products. SAK/NM: Poor graphics and too much going on. Much too busy for my students. Riverside/IA: This is a very passive program. It did not allow the independence I have seen with other Stickybear programs. ConcordHS/CA: Good for free time use because it generates interest in computers for low-level learners. Edison/MI: The children loved it and they learned the material. Its simplicity is a plus for young users. The wonderful graphics hold their interest. INSD: The feedback (correct or wrong) depended too much on auditory response. The first and third game was appropriate for 1st grade but the second game depended on reading the shape words and was too hard for our first grade students.

Stickybear shapes 3.6

516 N49 1989 A Optimum
Apple IIgs 512k 39.95
early learning/preschool preK-2

Introduces children to the computer. Provides shape recognition. Use to identify five shapes - circle, square, triangle, rectangle and diamond. Sound.

MT.MSDB -- (Gillis); VSDBH +; SouthEl/IA # (Skibsted); ASD ++ (Abbott); FSDB ++ (Thornton/Greco); MOSD ++ (Davis); SAK/NM - (Klein); PocahontasPre/IA + (Peterson); Riverside/IA - (Schledewitz); ConcordHS/CA # (2-3); Edison/MI ++ (preK-1); INSD # (K-1);

Soft Rept A; High/Scope +; EPIE +; Chime Newsletter 3/85 +;

1- 3.5 disk; "book of shapes"; poster; parents' guide; sheet of stickers.

MT.MSDB: A very passive software program. Only one response was accepted and there is no feedback explaining why the response is incorrect. The user is never shown the correct answer. There are no examples demonstrating the program. The program allows the user to become lost with no apparent way out. SouthEl/IA: I found the other Stickybear programs to be more interesting for my students (Stickybear ABC and Stickybear Numbers). Even though I gave it an average rating, I would still consider the program for purchase. ASD: Wrong answer was indicated only by a beep - the graphics are so detailed on smaller bears they are hard to see. FSDB: No reading required. For the skills this program is addressing, it covers it perfectly. MOSD: Excellent - as usual for Stickybear products. SAK/NM: Poor graphics and too much going on. Much too busy for my students. Riverside/IA: This is a very passive program. It did not allow the independence I have seen with other Stickybear programs. ConcordHS/CA: Good for free time use because it generates interest in computers for low-level learners. Edison/MI: The children loved it and they learned the material. Its simplicity is a plus for young users. The wonderful graphics hold their interest. INSD: The feedback (correct or wrong) depended too much on auditory response. The first and third game was appropriate for 1st grade but the second game depended on reading the shape words and was too hard for our first grade students.

Stickybear spellgraber 4.5

372.63 H3s 1985 A Optimum
Apple 128k 49.95
English/language arts-spelling 1-4

Helps user spell correctly and build vocabulary skills. When one of more than 200 pictures pops on the screen, user sends Stickybear on a search for the right letters and scores points if answer is correct. Includes over 4,000 words.

ARSD + (Kinder.-4); Covington/VA ++ (9);

EPIE 6/86 #; Soft Rept 1987 +;

1- 5.25 disk; user guide

Covington/VA: It is an excellent tool to teach spelling and holds user interest.

Stickybear town builder 4

912 H4s 1984 A Optimum
Apple 48k 39.95
social studies-decision making/values 1-4

Helps user learn map skills. User builds his own town complete with roads, parks, bridges, etc. Learns compass reading, directions and map reading.

FSDB + (Cushing/Edge/Schuler); WISD ++; STMARYSSD + (Brady); Arey/IA ++ (Salinas); Oakdale/OH + (Frazier); Crestline/OH ++ (Petty); WaukeganHI/IL + (Yepsen); NoTrailsAEA/IA + (Garriott); Riverside/IA # (4); Arrowhead2 - (7); APSEA/NB + (K-3);

High/Scope ++; Only the Best;

1- 5.25 disk; user guide; poster; sheet of stickers

FSDB: No reading is required except for Menu. It is strongly recommended that students use the joystick with this program as it makes it much easier to move the car. STMARYSSD: Entertaining program. Children would enjoy the graphics and movement. I think it is limited in the amount of map skills a student needs to learn. Oakdale/OH: Students enjoyed program very much (K-6). We only wished it would print the maps we created. NoTrailsAEA/IA: The children really enjoyed this one. It took a little bit of time for them to figure it out but they loved it (K-3). Riverside/IA: Basic program with little room for growth. Skills that the student learned and practiced was limited. Arrowhead2: More use of directions and the use of longitude and latitude would be more appropriate. APSEA/NB: Good use of graphics and instructions to introduce map skills and directionality. Also good practice of using a mouse.

Stickybear typing 4.3

652.3 H5 1985 A Optimum
Apple 48k 39.95
business-typing 4-12

Helps user to learn and improve typing and keyboarding skills. Provides multiple levels of difficulty. Allows user to track progress and save results.

FSDB + (Edge/Schuler/Canevaro); Miller/KS ++ (5); Edison/MI + (3-5);

High/Scope #; Only the Best;

1- 5.25 disk; user guide; poster; stickers

FSDB: Language is not a problem as the student is basically matching letters and words. Understanding of these words is not necessary for success on this program. An auditory "beep" is used to indicate a mistake. The student will need to be aware that if he does not see the correct key "light up" on the screen, he must press the correct key or include a space for that response. If this is not done, all subsequent responses will be out of order and will be considered errors. A teacher demonstration can show the student what to look for. Miller/KS: I like the "dictation". There is a keyboard on the screen and

the key to be typed is highlighted. Edison/MI: Motivational keyboarding program.

Stories from the planet Zee 4

372.4 M3s 1990 A Teacher Support
Apple 64k 99.95
logic/problem solving 3-7

User determines the plot and fate of characters on Planet Zee.

Miller/KS + (5);
5- 5.25 disks; user guide

Miller/KS: Time was spent on reading, not playing (gr. 5).

Story machine 2.4

425 S7 1982 A (d) Queue
Apple 48k (not gs) 24.95
English/language arts-writing K-4

Helps users learn to write sentences, paragraphs and simple stories. User experiences the fun of creating stories and seeing them come to life.

WISD +; KDES -; LakeDrSchHI/NJ - (Cheskin); FSDB + (Thornton/Devlin); STMARYSSD # (Gonzalez/Castillo); MiltonEl/VT -- ?; WaukeganHI/IL - (Yepsen); BerryhillEl/FL + (preK-2);

Popular Comp 3/83 +; InfoWorld 9/12/83 +; Crseware Rept Card 6/83 - ; Elect Learn 2/83 +; EPIE -; MicroSIFT + 6/83; NEA +; Alberta -; High/Scope +;
1- 5.25 disk; user guide

StaffordEl/NJ: Very motivating, although limiting in types of sentence structures. LakeDrSchHI/NJ: limited as to variety of sentences that can be produced - it would be much more reinforcing if you could print the sentences created. FSDB: Language is appropriate for suggested level. Increases student's sight vocabulary. STMARYSSD: The grammar is too limited. Inappropriate for my students (Junior High). MiltonEl/VT: Too structured - all sentences have to begin the same - doesn't allow for flexibility of language. BerryhillEl/FL: It was very motivating for my children (Grades K-2). Very limited in vocabulary and flexibility. Since the cost is low, I feel it is a good program to purchase. I would like it adapted so one could insert needed vocabulary.

Storybook weaver 4

808.042 S7 1990 A MECC
Apple IIgs 1MB 59.00
English/language arts-writing K-2

Users create their own storybooks by weaving together the arts of writing, reading and illustrating.

NikkariEL/MI + (1-4); ClementsJHS/VA + (6-8);
2- 3.5 disks; teacher's guide

NikkariEL/MI: My students enjoyed creating their own stories. Teacher assistance was necessary for them (gr. 1-4) to use this, however.

Storybook weaver: world of adventure

808.3 S87 1991 A MECC
Apple IIgs 1MB 59.00
English/language arts-writing K-6

Designed to involve users in the writing process. Choosing from various scenes and object, users develop and illustrate a story. They create a tapestry of ideas, words and pictures as they design their own stories.
2- 3.5 disks; teacher's guide

Storybook weaver: world of make-believe

808.3 S86 1991 A MECC
Apple IIgs 1MB 59.00
English/language arts-writing K-6

Designed to involve users in the writing process. Choosing from various scenes and object, users develop and illustrate a story. This program draws from the elements of folk literature of various cultures.
2- 3.5 disks; teacher's guide

Strike fleet

359 S1 1987 A (d) Electronic Arts
Apple 64k 50.00
educational games 7-adult

User is commander of a modern naval fleet under attack from the air and sea. He or she must use quick thinking and take decisive action to avert destruction.
1- 5.25 disk; user guide

Subtraction tutor

513.211 S1 1991 A Hartley
Apple II, IIe, IIc, IIc+, IIgs, one disk drive 49.95
mathematics-addition/subtraction 1-4

Users may choose from different levels of instruction and ask for help at any time, and the computer will take them through the process one step at a time. Problems are randomly generated.
1- 5.25 disk; teacher manual

Success with math: quadratic equations

512.94 S1 1983 A (d) CBS
Apple 48k 49.00
mathematics-equations 9-12

Self-paced tutorial designed to help students understand algebraic principles and basic operations used in factoring of quadratic equations. Scoring indicates both procedural and computational errors.
1- 5.25 disk; no guide

Sun and seasons 2

525 S8 1990 A MECC
Apple 128k 59.00
science-earth science 3-6

Users investigate how the sun's activities change throughout the seasons, depending upon the place, the month and the time of day.

MarshallHSHIP/VA - (9-12);
Only the Best; Sch L J 8/91;
1- 5.25, 1-3.5 disks; teacher's guide

MarshallHSHIP/VA: Too difficult for my students to follow (grades 9-12).

Super quiz II — 2

371.26 S9s 1983 A (d) Sterling Swift
Apple 48k 66.00
utilities-drill/test generators 13-adult
Facilitates multiple choice test generation.
COSDB - (Fleharty);
1- 5.25 disk; user guide; overview sheet

Super wordfind — 4

428.1 S9 1986 A (d) Hartley
Apple 48k 49.95
utilities-drill/test generators 6-12
For teachers and students who want the option of creating their wordfinds with either words or clues given. Similar to Wordsearch.
STMARYSSD + + (Kussele); Underwood/NC # (Little); CO.NECBOCES + (Bieber);
1- 5.25 disk; user guide
Underwood/NC: Was not appropriate for my class (grades 3-5). CO.NECBOCES: We have purchased this. It will be used by many teachers. It is a little hard to understand the entrance into the program.

SuperPrint! — 4.2

006.6 S9 1987 A Scholastic
Apple 128k 69.95
desktop publishing K-12
Printing program capable of creating almost five foot tall graphics as well as regular sizes. Includes graphics library, choice of four type styles, etc.
Oakdale/OH + (Frazier); WaukeganHI/IL + (Yepsen); NoTrailsAEA/IA + + (Garriott); BerryhillEl/FL + (Rawls); WolfvilleJHS/CAN + (6-8); Riverside/IA + + (adult); WolfvilleJHS/CAN + + (adult); ARSD # (adult); Edison/MI + (3-5);
inCider 10/88 +; Bklst 4/1/88 +; Family & Home Office Comp 3/88 +; Classrm Comp Learn 1988 Award for Excellence;
3- 5.25 disks; user guide
Oakdale/OH: Finally, a program that combines word processing and graphics! It is difficult to learn, however. WaukeganHI/IL: Difficult to learn, but very versatile. NoTrailsAEA/IA: Were ordering this. I loved it, and the children loved the results! Many of the teachers were excited to see what this can do. BerryhillEl/FL: Only reason this doesn't get "excellent" is because it takes forever to print out. Kids loved it (grades K-5). There is a lot of avenues you can use with this. Wish I could keep it longer! WolfvilleJHS/CAN: The older students used this program as well as both teachers. Riverside/IA: The versatility is wonderful but the slow printing was disappointing. That's the only complaint. ARSD: Simple to use. Edison/MI: It offers lots of printing possibilities but is agonizingly slow to print.

Survey taker — 3

001.43 S9 1984 A (d) Scholastic
Apple 48k 29.95
social studies-organizing info. 4-8
Introduces user to survey procedures and research skills, encourages logical thinking and stimulates deductive reasoning.
COSDB # (Fleharty); WASSD # (Born);
Only the Best;
1- 5.25 disk; user guide; ref card
COSDB: I would use a regular database program to take a regular data base program to take a survey. This program limited each question to only 5 possible responses. WASSD: Time consuming; ideal for journalism.

Survival math — 2.6

510 S9 1985 A Aquarius
Apple 48k 115.00
mathematics-fractions 7-12
Contains three programs: "Fractions, percents and decimals"; "Real cost"; "Understanding checkbooks". Provides instruction in basic math skills.
MSSD - (9-12); ALSD + (Gallahar); WCECSU - (6)
3- 5.25 disks; teacher's guide
WCECSU: Too advanced for 6th grade student.

Survival math — 3.8

510 S8 1982 A Wings/Sunburst
Apple 48k 65.00
mathematics-basic skills 6-14
Four simulations help users apply math skills to everyday life.
FDLRS +; MT.MSDB + (Schwabe); WISD #; Mason/OH + (Jaggers); Gallaudet/HI + (Cabral); MarshallHSHIP/VA + (11);
Crseware Rept Card 6/83 +; Alberta -; Soft Rept A; Math Teach 11/83 +; Classrm Comp News 3/83 +; Curr Rev 8/83 +;
1- 5.25 disk; revised teachers' guide
Mason/OH: I seriously doubt that many elementary students can really use this program. Gallaudet/HI: A little high for students, but was good overall. MarshallHSHIP/VA: Great practice skills in comparing the issues.

T

T. Rex — 4

567.91 T7 1984 A (d) Holt/CBS
Apple 48k 49.95
science-natural history 3-16
Challenges user to survive in prehistoric age. Users must become the T. Rex and put their knowledge and skills against laws of nature to survive.
MSSD + (9-12); ElmCreekLib/KS + (Robinson);
MicroSIFT 7/85 #; Family Comp 3/85 +;
1- 5.25 disk; user guide

TGS animation system (The Graphic Solution) 4.5

006.67 T4 1982 A — Accent
Apple 64k — 149.95
utilities-graphics — 10-adult

A complete animation system for combining text and graphics in a manner similar to making a movie film. Actors are bit-map shapes.

WPASD ++ (Karn); WISD +;
2- 5.25 disks; user guide

WPASD: This program would be good for a class in graphics - would need an instructor to help students through hands-on experience.

TNT (typing for new typists) 3.3

652.3 T5 1984 A (d) — Woodstock
Apple 48k — 39.95
business-typing — 3-16

Designed for beginning typers.

KDES + (Deyo); MSSD + (9-12); MT.MSDB - (Gillis); WaukeganHI/IL # (Yepsen);
1- 5.25 disk; user guide (MISSING)

WaukeganHI/IL: I know most of the ratings are good but I feel it is not interesting for my students (elementary level).

Take 1 3.7

006.68 T3 1984 A — Baudville
Apple 64k — 59.95
utilities-graphics — 4-14

User can create motion picture shows that are fast, smooth and flicker free. No programming skills needed.

MT.MSDB # (Gillis); BerryhillEl/FL + (Rawls); StAlphonsus/Can + (O'Brien);
Only the Best; A+ 12/87 ++;
1- 5.25 disk; user guide; vcr guide; catalog

MT.MSDB: I came very close to rejecting this program. I recommend the program for the following: (1) good project for a computer literacy class and/or (2) gifted students. BerryhillEl/FL: (Recommend for purchase) only for older H.I. kids. It was really too difficult for my 5th graders - but they were very interested. StAlphonsus/Can: This is highly motivational for gifted students. They found it challenging.

Talking hands 3.2

419 T34 1984 A — EBSCO
Apple 48k — 44.95
sign language — 4-adult

Created to provide a drill, practice and tutorial program for those who want to learn to fingerspell the alphabet. Has five training modes.

STMARYSSD ++ (Russell); ORSSD -- (Cruscial); AberdeenHS/WA + (Cedell); BonnerEl/MN ++ (Harris); DanWPeterson/UT ++ (Martensen); WISD #; PortsmouthHS/NH # (Paul); LouisaHS/VA - (Meadows); FSDB + (Zidar/Waterman); HIPLakeview/KS - (1-3); StoneCo/MS - (7-8); MOSD - (2); EdResCtr/WY # (11);
Soft Rept A-;
1- 5.25 disk, user guide

AberdeenHS/WA: Too hard to program. STMARYSSD: Discovered ctrl/o is how to escape to menu. This is not explained in program only in menu. Great graphics. MSSD: They define communication, sign language and Ameslan in a way I never heard before and some of the information is not correct. One practice is to read 5 random letters which they call a "sign" would be better to use words. To read a message sent in this program you have to return to main menu each time - time consuming and frustrating. Better if could stay in the practice area and call up another message. ORSSD: Much too limited for drill and practice in fingerspelling. DanWPeterson/UT: It was great to adjust speed and level and to vary the feedback to many different users. PortsmouthHS/NH: Not expansive enough. LouisaHS/VA: Frustrating program to use. I think fingerspelling needs to be learned and practiced person-to-person, not via computer. FSDB: 1. Young students can practice sequence of A,B,C's. 2. If the student hits a number key, i.e., 3, the computer will fingerspell three. Students can practice spelling words for 0-9. 3. Teachers could use "Create message" for spelling and vocabulary words or students can use as a "bulletin board". HIPLakeview/KS: We would like to print worksheets with fingerspelling and this could not do that. Going back to the menu for each message was difficult and unnecessary. StoneCo/MS: Moves too quickly. EdResCtr/WY: IT would be great if this could be manufactured in a VGA-IBM format with more realistic graphics. Also a printout option would be great.

Teasers by tobbs: puzzles and problem solving 4

510 O2t 1990 A — Wings/Sunburst
Apple 64k — 65.00
mathematics-multiple topics — 4-10

Stimulates thinking and encourages users to reason answers to problems. Provides practice in solving addition, multiplication and algebra problems.

MT.MSDB + (Gillis); KDES +; WASSD + (Belser); WaukeganHI/IL + (Yepsen); LakelandAEA/IA ++ (Wethor); Gallaudet/HI # (Miller);
Only the Best; EPIE ++; Math Teach 2/84 +; Class Comp Learn 1/84 +; Crseware Rep Card 6/83 +; InfoWorld v.5#48 +; Soft Rept B-;
1- 5.25, 1- 3.5 disks; teacher's guide

Gallaudet/HI: A little too hard for my student.

Teddy finds a home 1

513.211 S1 1991 A — Hartley
Apple 128k IIe, IIc+, mouse — 49.95
early learning/preschool — preK-2

Users explore, look at safe environments and see familiar surroundings in new ways. Designed to help chil-

dren realize that everyone feels a little afraid in new surroundings. Encourages exploration and discovery, builds language concepts and self-esteem.

INSD -- (adult);
1- 5.25 disk; teacher manual

INSD: It was too complicated to enter the program. I couldn't figure it out.

Ten little robots 3.7

428.4 T4 1983 A — Unicorn
Apple 48k — 39.95
early learning/preschool — preK-2

Five learning games including addition and subtraction, letter recognition, counting, painting and drawing.

KDES +; NoTrailsAEA/IA # (Garriot); BrentwoodEl/NC ++ (Cody); LakelandAEA/IA ++ (Wethor); BerryhillEl/FL # (Rawls); NikkariEL/MI # (preK.-1); DCSHospSch/NC # (1); INSD # (1); RoweEl/NV + (K-1);
1- 5.25 disk; user guide

NoTrailsAEA/IA: MECC Addition just as good as this and less expensive. The volume level of this program is disturbing to some of the children. It would be nice to be able to get into it easier to turn it down. First story requires reading or teacher assistance. BrentwoodEl/NC: Students enjoyed this program and experienced success (grades 3-5). BerryhillEl/FL: Other programs have better reinforcement for h.i. children. No manual nor supplementary materials. INSD: I think there are better early math programs than this. RoweEl/NV: The children (grades K-1) loved it!

Tennis anyone? 4

423 T4 1981 A — Data Command
Apple 48k — 177.75
reading-vocabulary — 4-12

Challenges users to pit their word recognition abilities against the computer in a game played and scored much like tennis.

NYSD + (Spidal); ALSD + (Gallahar); PostFallsDist/ID + (Stoddard); Jenks/OK + (Pride);

MicroSIFT 6/83 +; J of Read 10/84 +; Soft Rept B+;
6- 5.25 disks; user guide (1 disk missing 89/10/13)

NYSD: Vocabulary used may be difficult for early grade levels, e.g. grades 4-6. ALSD: We will probably purchase this disk in the near future. PostFallsDist/ID: Fast-paced and fun - students enjoyed it (grades 11-12).

Terrapin LOGO 4

005.13 L6t 1984 A — Terrapin
Apple 48k — 99.95
computers-LOGO — K-12

LOGO programming language tutorial.

WPASD + (Malmberg); WISD ++; ALSD # (Gallahar);

Elect Learn 3/83; Soft Rept A;
2- 5.25 disks; user manual; ref card

Test of syntactic abilities 2

428 T4 1982 A — Edmark
Apple 48k — 75.00
utilities-drill/test generators — 13-adult

Screening tests for use by teachers and/or counselors.

WPASD # (Malmberg); LafayetteEl/CA -- (Lange); *Soft Rept 1987 +;*
2- 5.25 disks; teacher's guide; student record sheets

LafayetteEl/CA: Very monotonous. Uninteresting. Inflexible. Unable to store results on disk. Will not quit program during test for retrieval at a later time.

That's my story 2.7

428.4 P7 1983 A — Learning Well
Apple 48k — 59.95
English/language arts-writing — 1-8

Designed to motivate creative writing.

FDLRS #; KDES +; MT.MSDB + (Schwabe) - (Gillis); FMDAY/CO -- (Armfield); LakeDrSchHI/NJ - (Cheskin);

EPIE; NEA +; Soft Rept B+;
2- 5.25 disks; user guide; notice; product brochure

LakeDrSchHI/NJ: Children were not motivated to continue. Some students were confused as to what was expected of them - editing procedure too complicated for them to do by themselves.

Things we like to do 3.4

790 T5 1983 A — Queue
Apple 48k — 34.95
reading-vocabulary — preK-6

Lessons relate to the child's everyday experiences and are designed to introduce the language associated with familiar objects and activities. Disk is used in conjunction with accompanying book.

MT.MSDB # (Gillis); MaldenCoopSD/MO # (Aslin); Underwood/NC ++ (Little); NoTrailsAEA/IA # (Garriott); MillburnDay/NJ + (Meyer); LakelandAEA/IA # (Wethor); BerryhillEl/FL # (preK-6); APSEA/NB3 + (3-5); NikkariEl/MI # (2-4);

CA Lib Media Consort 1985;
1- 5.25 disk; user guide; several punch-out cards; student book

Underwood/NC: Very good for my language impaired students (grades 3-5). NoTrailsAEA/IA: I do not like the flashing arrow response. The children didn't either. They (grades K-3) were often counted wrong because of their response rate. MillburnDay/NJ: Good software execution. I like the "simple phrase" verb/noun. Aurally handicapped students need a lot of that. BerryhillEl/FL: This program did not allow enough time for the kids to respond. Reinforcement was inadequate. The kids did like the book. APSEA/NB3: Some pupils need a lot of reinforcement for the many examples given in each task. I did not care for their use of all capital letters. I'd rather see lower case used instead. NikkariEl/MI: No interest from students.

Third and fourth grade math competencies

510 T40 1987 A — Aquarius
Apple 128k — 1,175.00
mathematics-basic skills — 3-4

Series includes disks on: naming, ordering, adding, subtracting, multiplying and dividing whole numbers; telling time and dates; measurement; bar and pictographs; geometry; money; consumer situations; and locating errors in addition and subtraction.
40- 5.25 disks; instructor's guide

Those amazing reading machines I — 3.6

372.41 T4 1986 A — MECC
Apple 64k — 59.00
reading-comprehension skills — 3

Users try to match bizarre contraptions with their written descriptions, put jumbled paragraphs in proper order and correct flawed descriptions.

FSDB ++ (Hardin/Darland); CO.NECBOCES ++ (Bieber); MiltonEl/VT # (3-4); WClermontCtr/OH # (9-12); StoneCo/MS - (7-9);

Classrm Comp Learn 2/88 Top Seven;
1- 5.25 disk; teacher's guide

FSDB: This is an excellent reading program. Documentation is excellent. "Nice teacher options to tailor program to needs of student." CO.NECBOCES: My children (4th-10th grade) loved these programs and we will be purchasing when we have more money.

Those amazing reading machines II — 3.7

372.4 T4 1986 A — MECC
Apple 64k — 59.00
reading-comprehension skills — 4

Users try to match bizarre contraptions with their written descriptions, put jumbled paragraphs in proper order and correct flawed descriptions.

FSDB ++ (Hardin/Darland); ALSD + (Gallahar); StoneCo/MS - (7-9);

Classrm Comp Learn 2/88 Top Seven;
1- 5.25 disk; teacher's guide

FSDB: This is an excellent reading program. Documentation is excellent. "Nice teacher options to tailor program to needs of student". ALSD: Instructions were a little difficult for students to understand, but once they understood what to do, they really liked it! Teaches student to watch for details and sequencing.

Those amazing reading machines III — 3.5

372.4 T46 1986 A — MECC
Apple 64k — 59.00
reading-comprehension skills — 5

Users try to match bizarre contraptions with their written descriptions, put jumbled paragraphs in proper order and correct flawed descriptions.

FSDB ++ (Hardin/Darland); ALSD + (Gallahar); KLC/MA + (6, 8); StoneCo/MS -- (7-9);

Classrm Comp Learn 2/88 Top Seven;
1- 5.25 disk; teacher's guide

FSDB: This is an excellent reading program. Documentation is excellent. "Nice teacher options to tailor program to needs of student". ALSD: Instructions were a little difficult for students to understand, but once they understood what to do, they really liked it! Teaches student to watch for details and sequencing. KLC/MA: If students have teacher assistance, this can be a really fun and exciting game. It is good for comprehension skills.

Those amazing reading machines IV — 5

372.4 T468 1986 A — MECC
Apple 64k — 59.00
reading-comprehension skills — 6

Users try to match bizarre contraptions with their written descriptions, put jumbled paragraphs in proper order and correct flawed descriptions.

FSDB ++ (Hardin/Darland); CO.NECBOCES ++ (Bieber);

Classrm Comp Learn 2/88 Top Seven;
1- 5.25 disk; teacher's guide

FSDB: This is an excellent reading program. Documentation is excellent. "Nice teacher options to tailor program to needs of student." CO.NECBOCES: My children (4th-10th grade) loved these programs and we will be purchasing when we have more money.

Tic tac show — 3.6

794 T5 1982 A — Advanced Ideas
Apple 48k — 39.95
educational games — 2-12

Combines the strategy of Tic Tac Toe with a quiz show question and answer game.

CLEARYSD - (Veatch) + (Tenure); ScrantonSSD/PA + (Barrett); ChulaVistaJHS/CA + (Moran); PostFallsDist/ID ++ (Stoddard); FSDB + (Waterman/Darland); WISD +; LouisaHS/VA + (Meadows); ALSD # (Gallahar); RoweEl/NV - (K-1);

Only the Best; Crseware Rept Card 2/83 +; Ed Tech 4/83 -; NEA +; Soft Rept A:
1- 5.25 disk; user guide; quick ref card; product catalog

ScrantonSSD/PA: Good vehicle for matching pair items. ChulaVistaJHS/CA: Some topics too difficult for my students (7-9 grade HI). FSDB: Language is controlled by the teacher. The authoring system is easy to understand and use. RoweEl/NV: Not appropriate for our children (grades K-1).

Tim and the cat and the big red hat

428.4 T1 1987 A — Hartley
Apple 128k — 49.95
reading-reading readiness — K-1

Includes nine short stories about the adventures of Tim and his fat cat friend, Elmo. Consonant-vowel-consonant words are carefully introduced at a pace for be-

ginning readers. Short "a" words found on the Dolch and Durr word lists are stressed.
1- 5.25 disks; user guide

Time navigator 4

909.82 T4 1989 A — MECC
Apple 128k — 59.00
utilities-drill/test generators — 3-8

Allows teachers to design and print tests and worksheets on problem solving. Teacher selects objectives and number of items; computer generates problems.

ConnSENSE +;
Only the Best; Media & Methods May/June 1990 + +;
1- 5.25 disk; teacher's guide

Time navigator around the world

909.82 T56 1991 A — MECC
Apple 128k — 59.00
social studies-history — 7-adult

Designed to sharpen users' sequencing skills and knowledge of world history from 3999 BC to the present. Challenges users to find their way to the present after being sent back to a random point in history.
1- 5.25, 1- 3.5 disks; teacher's guide

Time navigator leaps back

909.81 T5 1990 A — MECC
Apple 128k — 59.00
social studies-world history — 7-adult

Users learn about life in the US from 1776 to 1900. They travel back in time then navigate forward by selecting headlines and artifacts from a list.
1- 5.25, 1-3.5 disks; teacher's guide

Time tunnel: American history series 3.7

973 T5 1984 A — Focus Media
Apple 48k — 89.00
social studies-U.S. history — 5-10

Takes user into the past and face-to-face with different famous Americans. User's must identify each person.

COSDB - (Flehatty); ALSD + (Gallahar); Underwood/NC + + (Cody);
1988 Ed Soft Preview Guide +; Tech in the Curr 1986 +;
1- 5.25 disk; user guide

COSDB: Clues too hard. Underwood/NC: Great program for memory and recall of facts.

Timeliner 4

115 S6t 1986 A — Tom Snyder
Apple 64k — 59.95
social studies-history — 4-12

Allows users to design and print time lines of any length for any sequence of events, personal or historical.

CentreCon/Can + + (Blanche); WesthillHS/NY # (9-12); CO.NECBOCES + (6, 12);
Bklst 2/1/87 +; Classrm Comp Learn 9/87 +; Comp Teach 10/87 + +; Closing the Gap 2-3/88 +; Only the Best 1989;
1- 5.25 disk; user guide

CentreCon/Can: Very useful with time concepts from daily activities to a history of our province. It didn't allow enough space to write events, however.

Tobbs learns algebra 4.5

512 O2t 1983 A — Sunburst
Apple 64k — 65.00
mathematics-logic/problem solving — 8-12

Extension of Teasers by Tobbs. Focus is on problem solving in math. User constructs some of the real basics in mathematical thinking.

HES + + (May); MARQUETTE.ALGERISD + (Pontti);
Alberta -;
1- 5.25 disk; user guide

Trains 2

658 T7 1983 A (d) — Queue
Apple 48k — 26.95
business-business principles — 6-adult

User becomes owner and operator of a railway service. He/she must use good business strategies to succeed or go bankrupt. Teaches primary business skills.

WPASD - (Comden);
Family Comp 8/84 +;
1- 5.25 disk; user guide;

Treasure cove 3

513.2 T7 1984 A — Data Command
Apple 48k — 25.00
reading-comprehension skills — 4-8

Actively engages up to four players in a game designed to reinforce basic reading skills. Useful for remediation.

NYSD + (Spidal); KLC/MA - (8);
Soft Rept B-;
1- 5.25 disk; user guide

NYSD: Graphics may be confusing for some students. KLC/MA: This disk was very difficult to use! I can't imagine my students using it without my help.

Treasure of Fisher's Cove

510 T1 1990 A — Tom Snyder
Apple 64k — 74.95
mathematics-basic skills — 5-8

Fisher's Cove may seem peaceful, but who is trying to stop the town from raising the wreck of the Courage with its sunken pirate treasure? The mystery unfolds as math problems are solved. Users meet people needing help with math problems.

Classrm Com Learn Award of Excellence
1- 5.25 disk; quick start ref. teacher guide

Trickster coyote 3.3
421.5 T7 1984 A Queue
Apple 48k 34.95
reading-vocabulary 4-12
Invites users to chase coyote across a log jam on the river. Logs have words on them. Above are definitions. User must match.
ConnSENSE 5/86 #; COSDB - (Fleharty); ABCUSD/CA + (Ellis); HawaiiHI + (Plantamura);
Elect Learn +; Only the Best;
1- 5.25 disk; user guide
HawaiiHI: Was not that impressed with program.

Triple dump 4.5
006.68 T7 1984 A Quality
Apple 48k 29.95
utilities-graphics 9-adult
Graphics utility that will print anything from your Apple's screen to your dot-matrix (graphics-capable) printer. Makes banners also.
MSSD + + (9-12); WISD +;
2- 5.25 disks; user guide; color chart; product catalog

Turbo PASCAL 4
005.13 P3 1983 A Borland
Apple 128k, CP/M 69.95
computers-programming 9-adult
Borland's improved PASCAL compiler.
MSSD + (9-12)
1988 Ed Soft Preview Guide +;
1- 5.25 disk; book

Turtle tracks 3.2
005.1 S6t 1982 A Scholastic
Apple 48k 39.95
computers-LOGO 2-16
LOGO-like language which combines turtle graphics and music with elements of BASIC.
KDES + (Thomas); CarlsbadHS/CA - (DeHaan); FSDB + (Darland/Thornton/Greco); Underwood/NC + (Cody); CamdenCC/NJ - (Campbell/Merlino);
InfoWorld 5/31/82 +; Schl Micro Rev Su82 +; Classrm Comp Learn 1/84 +; EPIE +; Soft Rept B-;
1- 5.25 disk; user guide
FSDB: All commands used in the program are simplified versions of words. Syntax is simple and only one command per line is permitted. Even students of limited language ability should be able to use this program. You must proceed lesson by lesson. You can't just start at a particular point on the program. Can be time consuming if you are already deep into the program to get to the specific lesson you want. Underwood/NC: No versatility in selection of lessons.

U

U.S. Constitution then and now 2
342.73 T3u 1987 A (d) Scholastic
Apple 48k 99.00
social studies-U.S. history 7-12
Users employ Appleworks to help them do research on historical and contemporary issues involving the US Constitution.
MansonJSH/IA - (Hatchett);
3- 5.25 disks; user guide
MansonJSH/IA: Too time consuming to set up for only a few students. Kids found it boring! (8-12)

U.S. atlas action 4.2
912 c5u 1985 A DLM
Apple 64k 46.00
social studies-geography 3-12
Contains 58 maps: national, seven regional, and one for each of the 50 states. Helps user learn locations, abbreviations, rivers, cities, mountains.
COSDB + + (Fleharty); WaukeganHI/IL + (Yepsen); LakelandAEA/IA + + (Wethor); CousinoHS/MI + (12); MacDoelEl/CA + + (6); INSD - (3-5);
2- 5.25 disks; user guide; quick ref card
WaukeganHI/IL: Program doesn't give user a chance to correct a mistake. CousinoHS/MI: It is only a question and answer game. It is good for teaching atlas and almanac use. I like the map disk better and so did the students. I like that you can make your own games. The question disk bored high schoolers quickly. MacDoelEl/CA: This program helps improve the knowledge of capitals and where the states are. It makes users concentrate on where these places are located. INSD: Students (grades 3-5) used it as a guessing game unless closely supervised. I didn't see too much value in it.

U.S. government data bases for PFS: file 4
973 S3 1985 A (d) Scholastic
Apple 48k 99.95
social studies-organizing info. 7-12
Introduces data bases as a research tool for testing hypotheses, learning how historians and scientists work, learn information-gathering skills.
NTID + (Russell)
4- 5.25 disks; teacher's guide

U.S. history data bases for PFS: file
973 S3 1985 A (d) Scholastic
Apple 64k 99.95
social studies-U.S. history 7-12
Introduces data bases as a research tool for testing hypotheses, learning how historians and scientists work, learn info-gathering skills.
Only the Best;
4- 5.25 disks; user guide

USA profile — 3

317.3 U8 1985 A (d) Active Learning
Apple 64k & IBM 128k 148.00
social studies-organizing info. 6-12

Designed to increase user's skills in organizing and understanding many forms of data such as income, employment, production, population stats, etc.

CO.NECBOCES # (Bieber);

Only the Best; Chime Newsletter 5-6/86 +; Curr Rev 5-6/86 +; Bk Rept 5-6/86 +; Bklst 10/1/86 +;
2- 5.25 Apple disks; 1- 5.25 IBM disk; user guide

CO.NECBOCES: Just relates data and a lot about Colorado is outdated.

Using a calendar — 3.4

529.43 U8 1982 A Hartley
Apple 48k 49.95
mathematics-telling time 3-4

Provides practice in how to read and interpret a calendar. Lessons are at three levels of difficulty. Modification allowed.

AKSSD + (Brackett); LincHSDist564/MN # (Soine); NYSD + (Spidal); ElmCreekLib/KS # (Robinson); StaffordEl/NJ # (Lithgow); FSDB + (Waterman/Edge); Underwood/NC + (Little); CentreCon/Can # (Blanche); IditarodEl/AK # (7-8);

Soft Rept B+; EPIE +;
1- 5.25 disk; user guide; facts booklet

LincHSDist564/MN: Basically boring - there has to be something exciting about a calendar. StaffordEl/NJ: Children could not enter into the program without knowing to type "cal" first. FSDB: Reading may be difficult for some students. The reading level ranges from a first grade level to a fourth grade level. Teachers can write their own lessons to be used. The program will also keep track of student errors. Underwood/NC: Lots of activities. CentreCon/Can: Not enough student interest (grade 1). They found it pretty boring. IditarodEl/AK: Not appropriate for our students (7-8).

V

Vacation nation travel — 4

910.97 V33 1991 A MECC
Apple 128k 59.00
English/language arts-basic skills 4-5

Users act as travel agents who have to select the best vacation for their customers by searching through data cards, letters of recommendation, and descriptions.

StoneCo/MS + (7);
1- 5.25, 1- 3.5 disks; teacher's guide

StoneCo/MS: High interest and challenging.

Venereal disease — 3.2

616.95 V4 1985 A Queue
Apple 48k 34.95
health-diseases 9-16

Describes diseases, effects, treatments, causes, transmission, prevention, and provides a research outlook.

MSSD - (9-12); MT.MSDB + (Gillis); ASD # (Bolden) + (Robinson) # (Kenausis);

Soft Rept B;
1- 5.25 disk; user's guide; product catalog

ASD: 1. Good as a review but not as an introduction. Students with better reading levels in junior and senior year enjoyed it. 2. Appropriate for students with 5th grade reading level. I couldn't get into the student management portion - I was stuck. 3. Difficult reading for most of my students (10th grade health).

Verb viper — 2.8

372.6.V4 1983 A DLM
Apple 48k 46.00
English/language arts-grammar 2-6

Helps user master subject agreement with regular and irregular verbs in present and past tense as well as past participle form.

SECTOR +; MT.MSDB + (Schwabe); Kingston/OK + (Self); WVSD # (Staley/Hare); PoplarBluff/MO # (Rice); HawaiiHI -- (Plantamura); FSDB + (Barrie/Schuler); MayoHS/MN - (Winters); WaukeganHI/IL # (Yepsen); Crestline/OH - (Petty); Underwood/NC # (Little); Miller/KS -- (5);

Elect Learn 10/83 +; EPIE -; MicroSIFT 7/83 + NEA +; Alberta -; Soft Rept B;
1- 5.25 disk; user guide; student record sheet; progress chart; strategies for improvement sheet; 21 worksheets

WVSD: 1. Does not show the corrected errors - so where is the learning? 2. This program seems to be but a fair drill exercise without any teaching or appropriate feedback. For subject/verb agreement, my students would need more of a structured approach (HI Jr-Sr High). PoplarBluff/MO: Limited feedback. Needs to display corrected responses. (Used with 9th graders). HawaiiHI: Did not like program. No feedback for responses. Not appropriate for my students (elementary). FSDB: The language and vocabulary used varies within the levels of difficulty selected. The program comes with supplementary materials. The worksheets are very useful in providing additional practice for the students. MayoHS/MN: Was frustrating for students - repetitious. WaukeganHI/IL: Having to change speed with each time the program was re-inserted was a problem for me. Crestline/OH: Needed to slow down for intended audience (2nd grade). Limited feedback. Worksheets proved to help sentence structure. Underwood/NC: Limited feedback; too fast-paced for my students. Miller/KS: The words move too fast even at the slowest speed!

Verbs — 3.8

421.52 V4 1986 A Hartley
Apple 48k 49.95
English/language arts-grammar 4-10

BEST COPY AVAILABLE

The 19 lessons in this program deals with frequently missed skills. Also identifying verbs; past, present and future forms; contractions etc.

WPASD # (Karn); ORSSD + (Bailey); SpecNeedsLib/MD + (Kaplan); KLC/MA + (Wasserman);

Soft Rept A-;

2- 5.25 disks; user guide

WPASD: Program has errors in presenting correct responses. Answers can be chosen without even reading question - not a good learning or drill tool for this reason. ORSSD: This is a great program to enhance the use of verbs in context. KLC/MA: I like both introduction to task prior to using and the remedial lesson if it was done incorrectly.

Verbs and adverbs 2

425 C6v 1982 A — Aquarius
Apple 32k — 39.95
English/language arts-grammar — 5-10

A study narrative is designed to simulate a space trip from earth to the planet Verbs, where users learn definitions and the use of the verb family.

WPASD - (Saunders); Kirchgater/CA - (1-6);

1- 5.25 disk; user guide

Visifrog 4

597.8 V5 1986 A — Ventura Ed. Sys.
Apple 48k — 39.95
science-biology — 7-16

Presents data on the anatomical systems of the frog. User practices identifying and spelling the names of organs and structures.

LakelandAEA/IA + (Wethor);

MicroSIFT 10/84 -;

1- 5.25 disk; user guide; set of photo masters

Vocabulary development 3.9

428.4 H4v 1986 A — Optimum
Apple 48k — 39.95
reading-vocabulary — 4-8

Designed to help users increase their vocabularies and strengthen reading skills. Focus is on synonyms, antonyms, homophones, multiple meanings, etc.

STMARYSSD + (Brady); NWSpEd/IL + (Fernstaedt); Crestline/OH + (Petty); CREC/CT # (Kolzak); LakelandAEA/IA + (Wethor); Jenks/OK + (Pride); NikkariEl/MI # (preK-1); MacDoelEl/CA + + (6);

1- 5.25 disk; user guide; poster

STMARYSSD: User friendly. Nice variety of activities. Good practice. It would be good to have student workbooks accompany program for reinforcement of vocabulary. CREC: I see little use for it. Children would tire of it easily due to the task and no graphics. LakelandAEA/IA: Would not recommend for purchase because there are no graphics. Hard to keep student on task. NikkariEl/MI: My students (preK-1) were unable to do this independently. Covington/VA: It does work on some goals that support the school's instructional objectives. MacDoelEl/CA: Great for deaf students who need help with vocabulary.

Vocabulary improvement games 2.8

425 V6 1983 A — Merit Audio Visual
Apple 48k — 34.95
reading-vocabulary — 4-8

Object is to unscramble words randomly chosen by the computer. Can be played by one or two players.

MSSD - (9-12); CLEARYSD + (Veatch); PiedmontReg/VA # (Huskey); Underwood/NC + (Cody); LakelandAEA/IA # (Wethor); IditarodEl/AK -- (7-8);

1- 5.25 disk; user guide

PiedmontReg/VA: Some spelling errors. I like the concept - it needs some revision. Computer commands incomplete. No user manual - only instruction sheet which is vague. LakelandAEA/IA: Spelling errors. IditarodEl/AK: The directions were complicated and the words were difficult. The antonyms only accepted on specific word.

Vocabulary skills: prefixes, suffixes, and root.. 2.6

421 C3v 1983 A (d) — Media Materials
Apple 48k — 49.95
reading-vocabulary — 6-9

Intended for intermediate level. Format is: 1) instruction, 2) practice, and 3) mastery quiz. User has control over the pace of presentation of the subject matter. Includes optional review forms.

LJHS - (Vaughan); ALSD -- (Gallahar); DutchessBOCES/NY + + (Johnson); RegionXVESC/TX # (Beckhan); NikkariEl/MI - (preK-Kinder);

Only the Best; Creative Comp 4/83 +; Elect Learn 10/82 +; MicroSIFT +; Crseware Rept Card +; NEA +; Soft Rept B+;

1- 5.25 disk; user guide; pad of 24 pages of reproducible worksheets

ALSD: We did not like it at all - too difficult for entry into program. Vocabulary not effective. DutchessBOCES/NY: Definitely more challenging and interesting than "Riddle Me This". RegionXVESC/TX: It took a while to find out how to get the record keeping but is no more difficult than other programs once that is done! Gets stuck in the Root Words subsection uncommon suffixes are exactly that - very uncommon. NikkariEl/MI: Too difficult for our kids (preK-K).

Voiceprint

616.855 V6 A (d) — public domain
Apple w/tape rec. — 10.00
general purpose — preK-adult

Shows voice pitch in detail as word or phrase is spoken. Shows teacher's voice on one side and student's on the other. Needs tape recorder attached. May be copied.

2- 5.25 disks; Documentation on disk.

Volcanoes 3.2
551.21 V64 1981 A — Earthware
Apple 48k — 49.50
science-earth science — 7-13

Game format teaches how volcanologists study potentially active volcanoes.

MT.MSDB - (Schwabe/Gillis); AZSDB + (Upton); COSDB # (Fleharty); SanDiegoK-12/CA #; WISD +;

Only the Best; InfoWorld 2/22/82 +; Crseware Rept Card 9/82 +; Sch Micro Rev Su82 +; Curr Rev 10/82; EPIE +; Soft Rept A-;

1- 5.25 disk; instructor's manual; 10 work sheets (5 pairs); 2 blue books; info card

COSDB: Very complicated - software (not just manual) needs more explanation. Needs more clarification in the program software. SanDiegoK-12/CA: Very restricted in scope of usefulness in curriculum.

Voyage of the Mimi: introduction to computing 5
500 B3v 1985 A — Wings/Sunburst
Apple 48k — 122.25
computers-literacy — 4-8

One module in 4 part series. Supports video of same title. Includes turtle graphics activities. Intended to help users gain greater insight into computers.

ASD ++ (LaPorte);

1988 Ed Soft Preview Guide +;

2- 5.25 disks; teacher's guide; student's guide

ASD: Great software related to geometry. The entire program is excellent. If you can get the videotapes, I recommend it.

W

WISC-R report writer 1.5
153.93 W5 1984 A (d) — Bertamax
Apple 48k — 125.00
guidance-testing — 1-12

Helps diagnose strengths and weaknesses related to academic subjects and reports the results to professional personnel, parents, etc.

NTID - (Russell); VSDBH -- (Hunyady);

1- 5.25 disk; user guide

VSDBH: Extremely simplistic - never a substitute. Recommendations are poor. Psychoanalyst still must score WISC.

Watchwords 3.8
421.52 W3 1983 A (d) — Micromedia
Apple 48k — 19.95
utilities-drill/test generators — 4-12

Generates activity sheets for drill and practice in spelling.

MSSD # (9-12); WPASD + (Saunders); Underwood/NC ++ (Little); CentreCon/Can # (Blanche); WolfvilleJHS/CAN + (6-9);

Ed Tech 4/84 +;

2- 5.25 disks; user guide

CentreCon/Can: Not adequate for our needs. WolfvilleJHS/CAN: Useful as a drill for recognizing spelling errors but not really exciting.

Webster's new world spelling checker
652.5 W4 1985 A (d) — Queue
Apple 64k — 59.95
word processors-spell checker — 6-adult

Checks over 110,000 words instantly for misspellings. Also corrects transpositions, contractions, etc. For use with AppleWorks and other processors.

Elect Learn 9/86; Nibble 3/87; inCider 1/86 +;

2- 5.25 disks; user guide

Webster: the word game 3.4
428 W4 1984 A (d) — Heuristic
Apple 48k — 41.95
English/language arts-spelling — 3-9

Encourages user as he or she begins to recognize familiar word forms and gives a hand with their spelling. Seven skill levels, over 700 words.

HES # (May); MARQUETTE.ALGERISD ++ (Pontti); WISD -; MOSD + (Davis); FSDB # (Slater/Thornton/Garrett);

Bklst 4/1/85 p1133-1134 +; Commodore: micro mag 3-4/85 +;

1- 5.25 disk; user guide; product catalog

MARQUETTE.ALGERISD: Motivating, reinforcing with this age group (Jr. High H.I.). Sometimes moves too quickly to bring closure to word. Find students scanning whole alphabet sequentially rather than guessing the word. FSDB: Teacher cannot input her own words. Word lists in the documentation are incomplete. Speed may be frustrating for the lower functioning student.

Weeds to trees
581.5 W4 1989 A — MECC
Apple 128k — 59.00
science-biology/plant organisms — 3-6

Students learn how a plant community changes over time. Beginning with a plowed tract of land, students can select and place nine different plants in the field and observe the changes over a year. Students also learn to manage land.

Only the Best; Sch Lib J 1/90 +; Classrm Comp Learn 4/90 #; Media & Methods May/June 1990 ++;

1- 5.25 disk; teacher's guide

Where in the USA is Carmen Sandiego 4.9
917.3 B8w 1989 A — Broderbund
Apple 128k — 54.95
social studies-organizing info. — 5-adult

User tracks a notorious gang of thieves while learning about the geography, economy, and history of the 50 states and DC. Fodor's Travel Guide is included.

COSDB ++ (Fleharty); LakelandAEA/IA ++ (Wethor); SEMNSEC ++ (Nelson); PerkinsSB/MA ++ (Buckley); KLC/MA + (6, 8); ConnSENSE ++; DCSHospSch/NC ++ (11); ClementsJHS/VA ++ (6-9)

Only the Best, 1989; Elect Learn 4/87 p36 A; Classrm Comp Learn "Best of the Decade" 5-6/90; Family Comp 3/87;

2- 5.25 disks; user guide; Fodor's USA; scrapbook; teacher's guide

KLC/MA: It is a very exciting program with wonderful supporting materials and graphics. It is difficult to do activities without teacher assistance, however. I wish I could adjust the level of difficulty (grades 6,8). ConnSENSE: The entire Carmen Sandiego series encourages learning and provides a fun and motivating environment for practicing problem solving skills. This program is attractive to look at as well as being functional. Real-life skills are taught or enhanced through the use of maps and Fodor's Travel Guide. Fact acquisition, reinforcement of existing knowledge, and practice in reading can also be accomplished with this program. DCSHospSch/NC: All students (gr. 7-12) enjoyed this program. ClementsJHS/VA: Neat program!

Where in the world is Carmen Sandiego — *4.5*

910 B5w 1986 A — Broderbund
Apple 64k II+/IIc/IIe/IIgs — 39.95
social studies-geography — 5-adult

An exploration game of travel and mystique utilizing the World Almanac. Track a thief from country to country in search of gold idol. Almanac included.

ConnSENSE +; SpecNeedsLib/MD ++ (Kaplan); FSDB ++ (Hesson/Smith); WClermontCtr/OH + (9-12);

Only the Best; Elect Learn 4/87 A; A+ 12/87 ++; Comp Shopper 9/89 +; Classrm Comp Learn "Best of the Decade" 5-6/90; Family Comp 10/85 +; Comp Teach 4/91;

1- 5.25 disk; user guide; world almanac (missing as of 09/09/93)

SpecNeedsLib/MD: A little difficult for learning disabled patrons but they worked well with assistance. A stimulating and educational program! We bought it! FSDB: Students will need to be aware of gender of pronouns in order to figure out the suspects. The students enjoyed it so much that I had a hard time leaving the computer lab at the end of the day. Swarms of students - not all mine - would come to use it. WClermontCtr/OH: The students really enjoyed playing and learning where different countries are. Overall it is a great game, but the graphics are a bit out of date.

Who, what, where, when, why — *4.1*

428 W46 1986 A — Hartley
Apple 48k — 49.95
English/language arts-basic skills — 1-8

Provides sequenced practice on the use of the words who, what, where, when and why. Feedback includes explanation of correct answers.

NYSD ++ (Spidal); LakeDrSchHI/NJ + (Cheskin); DouglasTilden/CA + (McGrath); WaukeganHI/IL # (Yepsen); FGIPHI/VT + (Lefebvre); Underwood/NC # (Little); NoTrailsAEA/IA ++ (Garriott); Crestline/OH + (Petty); WesthillHS/NY + (DiBennedetto); ALSD + (Gallahar); GrJunc/CO + (Dean); CO.NECBOCES ++ (1-5); Crane/AZ ++ (K-2); WesthillHS/NY # (9-12); CousinoHS/MI ++ (12); Gallaudet/HI + (postsec); WClermontCtr/OH - (9-12); NikkariEl/MI + (2-4); SEMNSEC ++ (2-3);

Soft Rept A-;

1- 5.25 disk; user guide

NYSD: Used with students - excellent! LakeDrSchHI/NJ: Being able to generate printed worksheets was a plus - kids like to show their work and it is good for carryover of the skills worked on during computer time (grades 1-8). DouglasTilden/CA: Very good. Not real high in motivation but appropriate for content. Well organized. WaukeganHI/IL: Appropriate material but not motivating - my students (elementary) didn't enjoy it. FGIPHI/VT: I would not purchase it because my students could not read it. Lots of good practice, but can become boring after a while. Underwood/NC: Good practice but not motivating. NoTrailsAEA/IA: We really enjoyed the program. WesthillHS/NY: Can be adapted to many levels. Use in elementary level or middle school. Not appropriate for high school level. GrJunc/CO: Useful for my students (grades 11-12). CousinoHS/MI: I really like it only one of its kind I've seen. It goes from easy to difficult. Kids worked well at it and liked the worksheets. It requires adult assistance. Gallaudet/HI: Was used by an ESL student-very helpful. NikkariEl/MI: This provided good practice, but not very stimulating for the user. SEMNSEC: Good for my students (grades 2-3) with reading comprehension problems. IditarodEl/AK: Who, what, etc, is a misunderstood concept which our students (grades 7-8) need help with. The positive feedback changes as the student progresses.

Whole numbers: practice — *3*

513 W5 1982 A (d) — Control Data
Apple 32k not IIc's or enhanced IIe's — 25.00
mathematics-basic skills — 3-9

Helps users improve their basic addition, subtraction, multiplication and division skills. Includes game student material and recordkeeping.

WesthillHS/NY + (9-12); Miller/KS - (5);

1- 5.25 disk; 1 guide

Miller/KS: Didn't seem to be much fun. Drill starts with add and subtract facts then does division and multiplication facts.

Wiz works 3.5

372.6 W5 1984 A DLM
Apple 48k 46.00
reading-comprehension skills 2-6

Based on DLM's Spelling Wiz this program allows user to wave the wizard's wand and choose an answer that matches the item shown.

FDLRS ++; MT.MSDB + (Gillis); SouthEl/IA ++ (Skibsted); PCBunnElem/OH + (Bukovinsky); MayoHS/MN + (Winters); Arey/IA - (Salinas); FSDB + (Schuler/Darland); WaukeganHI/IL + (Yepsen); ALSD - (Gallahar); ASD + (McMahon); Miller/KS -- (adult); KLC/MA # (8);

Alberta -; *NEA* +;

1- 5.25 disk; user guide; student record sheet; progress chart; strategies for success sheet

FSDB: Language is controlled by the teacher. There are no on screen directions provided. The teacher will need to explain or write out directions for the students. ALSD: Students lost interest quickly (13-19 year olds). Miller/KS: I couldn't retrieve the game I created. KLC/MA: It became boring after a while. I think it had too much drilling. I didn't like that the directions were not displayed on the screen.

Wizard of words 4.2

372.63 N4w 1983 A Advanced Ideas
Apple 48k 39.95
reading-vocabulary K-9

Five games designed to teach reading, spelling, and vocabulary. Words are keyed to eight learning levels to help user master greater language skills.

MSSD + (9-12); LJHS + (Vaughan); ConnSENSE 5/86 +; PCBunnElem/OH + (Bukovinsky); WISD +; MayoHS/MN ++ (Winters); FSDB + (Zidar/Waterman); Underwood/NC ++ (Little); NoTrailsAEA/IA + (Garriott); NECOBOCES ++ (Bieber); LakelandAEA/IA ++ (Wethor); StAlphonsus/Can + (Grieder); ALSD -- (9-12); INSD ++ (3-5); AEA5 + (1); Miller/KS + (3-4); ARSD + (K-2); APSEA/NB ++ (2-8); RoweEl/NV + (4-5);

NEA +; *EPIE* +; *Soft Rept A*; *Only the Best*;

1- 5.25 disk; user guide

MayoHS/MN: This is one of the best. High interest level. FSDB: Teacher is unable to preview word lists - the lists are not included in the documentation or the program. Underwood/NC: Excellent. High interest level. Lots of varied activities. NoTrailsAEA/IA: This looks like a good program - it was difficult to evaluate with children because of the need to make a copy in order to put new word lists on it. LakelandAEA/IA: Wanted to make our own word list but couldn't. INSD: this program is particularly good because you can use your own word lists. AEA5: This was an excellent program in that it provided flexibility to the user to employ many kinds of word lists. Miller/KS: It was a little difficult for my 3rd and 4th grade students. APSEA/NB: High interest from all grade levels! (grades 2-8) Flexibility of vocabulary lists (user-input). RoweEl/NV: This is good for working on spelling and reading; the children (grades 4 & 5) really enjoyed it.

Woolly bounce 4

372.3 W65 1991 A MECC
Apple 128k 59.00
science-physical science K-2

Allows user to explore how balls with different physical characteristics behave differently when dropped. They have access to three levels of difficulty in the Explore program. As they improve, they proceed to the Challenge program.

NikkariEl/MI + (preK-3)

Only the Best; *Sch L J 2/92*; *Sci & Children 1/92*; *Tech & Learn 11-12/91*;

1- 5.25, 1- 3.5 disk; teacher's guide

Woolly's garden

372.3 1992 A MECC
Apple 128k 59.00
science-scientific methods K-2

This discovery learning simulation is an introduction to the science inquiry process. Kids select plants and regulate up to three affect growth. They then collect and analyze the information to identify the growth characteristics of their plants.

1- 5.25, 1-3.5 disks; teacher's guide

Word attack 4.1

372.6 E2w 1983 A Davidson
Apple 48k 49.95
reading-vocabulary 4-12

Four vocabulary building exercises access extensive data files of 675 words. Words and sentences illustrating usage are presented on nine levels.

FDLRS +; ConnSENSE +; MSSD + (9-12); STMARYSSD + (Michalek); LebanonMS/IN + (Million); FSDB +; WestHillAEA12/IA + (Titus); PinellasVoTech/FL ++ (Larson); LinnBenCC/OR + (Krabbe); PostFallsDist/ID + (Stoddard); WISD ++; WaukeganHI/IL ++ (Pates); NECOBOCES/CO ++ (Bieber); CamdenCC/NJ # (Campbell/Merlino); CentreCon/Can ++ (Blanche); GrJunc/CO + (Dean); StoneCo/MS + (7-9); APSEA/NB -- (6-8);

Only the Best; *EPIE* ++; *InfoWorld 10/17/83* +; *Ed Tech 2/84* +; *Soft Rept A*; *Classrm Comp Learn "Best of the Decade"* 5-6/90;

2- 5.25 disks; user guide

LebanonMS/IN: Vocabulary levels were well organized. The students responded well to seeing their names on the monitor. WestHillAEA12/IA: Game response was set too fast even at the slowest setting. FSDB: The definitions given for each new word may prove difficult for some students to read and understand. The sentence structures used may be advanced for some students. Additional data disks can be purchased. These disks contain words for specific grade levels including SAT words.

NECOBOCES/CO: I have been looking for a program that would be easy to plug in the student's own "unit vocabulary" that he has to learn and this is perfect. We've ordered this already. I like the flexibility. Centre-Con/Can: Disk vocabulary was too difficult but I was able to program my own. Students were motivated and retained information longer. GrJunc/CO: It is nice to be able to add my own vocabulary lists. APSEA/NB: Program ran too fast on many newer computers. The vocabulary included was too difficult and included unrelated word lists. A wider variety of vocabulary lists (levels, topic areas) may have made initial use more appealing to the teacher and the students (grades 6-8).

Word bank 4.1

428.1 K5w 1985 A — Learning Well
Apple 48k — 49.95
reading-reading readiness — 1-4

Four games that provide practice in basic sight word recognition and classification skills.

MT.MSDB + (Schwabe); Mansfield/MO + (Baker); LanLebIntU13/PA + (King); ScrantonSSD/PA + (Barrett); FSDB + (Waterman/Smith); NoTrailsAEA/IA + (Garriott) AEA5 + (1); Gallaudet/HI ++ (2); INSD ++ (2-5); RoweEl/NV # (K-5); StoneCo/MS + (7-9);
Soft Rept A-;
1- 5.25 disk; teacher's guide

ScrantonSSD/PA: Not appropriate for majority of my target population (middle school). FSDB: The word lists contain words from the Pre-Primer level through the 3rd grade. NoTrailsAEA/IA: The children enjoyed this a lot. Even the non-readers enjoyed it with reading help (grades K-2). INSD: Wonderful program that lets the children (grades 2-5) work independently with little help from me. It strongly supports our academic program. As soon as I save enough money I will buy it for our department! RoweEl/NV: Not appropriate for our children (K-5).

Word challenge 3.3

793.73 W6 1984 A (d) — Hayden
Apple 48k — 39.95
educational games — 9-12

Word game similar to Boggle in which students attempt to locate words in a randomly generated grid of letters.

COSDB - (Fleharty); PinellasVoTech/FL + (Larsen); PostFallsDist/ID + (Stoddard); RedRiverCC/Can + (Leslie); LouisaHS/VA + (Meadows); WolfvilleJHS/CAN - (6-9);
1- 5.25 disk; user guide

RedRiverCC/Can: Takes students longer than usual to "catch on" but once they did, they loved it. Lower language level students became frustrated quickly (college prep). WolfvilleJHS/CAN: My class enjoys programs with more graphic reinforcement. This was just not "gamey" enough.

Word families II 3

421.52 W67 1985 A — Hartley
Apple 48k — 35.95
English/language arts-basic skills — 2-8

User must discriminate between real words and nonsense words created by adding consonant blends to word stems. 16 lessons; can be modified.

HES # (May); SpecNeedsLib/MD + (Kaplan); KLC/MA - (2);
Soft Rept A-;
1- 5.25 disk; user guide

SpecNeedsLib/MD: This program was very good for our patrons with learning disabilities. KLC/MA This disk was very repetitive, more like a drill- not fun to use.

Word invasion 3.6

372.6 W6 1983 A — DLM
Apple 48k — 46.00
English/language arts-grammar — 2-6

Provides practice in identifying words representing six parts of speech - nouns, pronouns, verbs, adverbs, adjectives, and prepositions.

FDLRS +; Kingston/OK + (Self); MT.MSDB + (Schwabe); SECTOR ++; COSDB # (Fleharty); DanWPeterson/UT - (Martensen); LakeDrSchHI/NJ # (Cheskin); Rheinschule/WGermany + (Schuler); Underwood/NC ++ (Little); PerkinsSB/MA # (Buckley); CamdenCC/NJ - (Campbell/Merlino);
Elect Learn 10/83 +; J of Learn Disabilities 3/84 +; EPIE +; Soft Rept A-; MicroSIFT 9/83 +; Alberta -; NEA +;
1- 5.25 disk; user guide; student record sheet; progress chart; strategies for improvement sheet; 21 worksheets

COSDB: Can't change data to fit instructional needs. Okay for supplementary. DanWPeterson/UT: Could not slow speed down - much too fast. Too fast for my kids (2nd-4th grade readers). Format is interesting for kids, but they didn't have enough success because of speed. Underwood/NC: My high functioning students loved this program. Although it was too difficult for some of my students, the older ones loved playing the game (grades 3-5). PerkinsSB/MA: Not enough variety in use of the program. Program was easier to operate when game paddles were used, too difficult when the keyboard was used.

Word man 2.7

372.6 W62 1983 A — DLM
Apple 48k — 46.00
reading-vocabulary — 2-6

Provides user with practice in forming words with the consonant-vowel- consonant and consonant-vowel-consonant-silent e patterns.

MT.MSDB - (Gillis); Kingston/OK + (Self); FMDayEl/CO -- (Armfield); MaplewoodEl/IN + (Kingsbury); HawaiiHI # (Monikawa); Arey/IA - (Salinas/Schledewitz);

Elect Learn 10/83 +; Alberta -; Soft Rept B; MicroSIFT 6/83 +
1- 5.25 disk; user guide; student record sheet; progress chart; strategies for improvement sheet; 21 worksheets

Word master 4.6

372.6 W67 1984 A DLM
Apple 48k 46.00
reading-vocabulary 2-6

Gives users practice identifying pairs of antonyms, synonyms, homonyms at three difficulty levels while racing against time.

MT.MSDB + (Schwabe); SECTOR +; Kingston/OK ++ (Self); CarlsbadHS/CA + (Gaitan); ScrantonSSD/PA ++ (Barrett); SouthEl/IA ++ (Skibsted); COSDB ++ NWSpEd/IL ++ (Klusmeyer); PoplarBluff/MO + (Rice); WaukeganHI/IL + (Yepsen); NoTrailsAEA/IA + (Anliker); CO.NECBOCES + (Bieber); MiltonEl/VT ++ (4); CousinoHS/MI ++ (9-12); WCECSU ++ (2); INSD ++ (3-5);

Elect Learn 10/83 +; EPIE +; NEA +; MicroSIFT 5/83 +; Alberta -; Soft Rept B+
1- 5.25 disk; user guide; student record sheet; progress chart

SouthEl/IA: Excellent. Would be one I would purchase for my classroom. MaplewoodEl/IN: The flexibility of this program makes it very worthwhile. WaukeganHI/IL: Nice benefit to have worksheets. NoTrailsAEA/IA: The kids who used it enjoyed it. I thought it was good for working on vocabulary. MiltonEl/VT : I used this software with L.D. student who enjoyed it very much. A poorer reader may have difficulty with the reading level (grade 4). CousinoHS/MI: Program gives several options on same disk plus gives user ability to mix concepts. I liked the worksheets, and the additional help comments which are really geared to children. WCECSU: This program is very good for building vocabulary skills for my hearing impaired students (grade 2). INSD: We have purchased it! It really fits in so well with our ASL/ESL goals.

Word parts level II

372.4144 D6w 1984 A Teacher Support
Apple 64k 99.95
English/language arts-basic skills 3-4

Helps users recognize and use word families or letter clusters from 110 word parts. Includes 440 sentences, 110 masters, checklist and more.
5- 5.25 disks; user guide

Word pieces 3.9

428.4 W6 1985 A (d) Queue
Apple 48k 24.95
early learning/preschool-reading preK-1

Game designed to help build user's vocabulary, learn alphabet, distinguish letters and to make words out of letters.

COSDB # (Fleharty); SouthEl/IA + (Skibsted); Arey/IA ++ (Salinas); Underwood/NC # (Little); LakelandAEA/IA ++; GrantEl/WI ++ (Furlano-Hennes); Jenks/OK + (Pride); Miller/KS ++ (2-5); NikkariEl/MI # (preK-1); INSD # (1-3);
1- 5.25 disk; user guide

Arey/IA: My students used this and loved it. They learned new words as they started guessing letters, as well as reinforcing known words. Underwood/NC: Not enough activities. The student can quickly complete the entire program. More activities would make the program more appealing. LakelandAEA/IA: Wish it had more variety. I wish there were more word patterns to work with! Miller/KS: Although I rated it excellent I would not purchase it because the children (grades 2-5) would tire of it too quickly. The 5th graders were so distracted by trying to watch the younger students work this program I had to turn the computer around. Fascinating program. NikkariEl/MI: Not very stimulating for my students (preK-1). INSD: It did not interest the students - depends too much on phonics.

Word problems

513.5 W6 1988 A Aquarius
Apple 48k 190.00
mathematics-basic skills 8-10

Provides instruction on: solving word problems relating to ratios, taxes, down payments, percents, discounts, and commissions. Includes pre- and post-tests. Part of 8th-10th Grade Math series.
6- 5.25 disks

Word quest 3

421.52 S3w1985 A Wings/Sunburst
Apple 48k 65.00
English/language arts-basic skills 3-9

Two games that involve word searches. 1) user employs alphabetic and vocabulary knowledge to search for a secret word. 2) construct word chains.

WPASD + (Karn); ALSD - (Gallahar); WilcoxEl/HI # (Smalling);

Only the Best 1989;
1- 5.25 disk; user guide

ALSD: Vocabulary not appropriate for our use and students that need the skill lost interest before they found the word. WilcoxEl/HI: Not enough flexibility or graphics.

Word radar 2.6

372.6 C4w 1984 A DLM
Apple 48k 46.00
reading-decoding skills 1-4

Provides practice in matching basic sight words by giving user the role of a control tower operator scanning words.

SECTOR +; MT.MSDB - (Gillis); CarlsbadHS/CA - (DeHaan); FSDB # (Waterman/ Hardin/Thornton); GroverCleveland/PA + (Baran); WVSD -- (Hare) - (Staley) + (Boley); KingstonPubSch/OK # (Self); MaplewoodEl/IN - (Kingsbury); SAK/NM - (Klein); SpecNeedsLib/MD - (Kaplan); NikkariEl/MI # (preK-2); CO.NECBOCES - (7, 9);

MicroSIFT 4/84 +; NEA +; Alberta -; Soft Rept B; EPIE -;

1- 5.25 disk; user guide; student record sheet; progress chart; strategies for improvement sheet; 21 worksheets

WVSD: 1. From an educational viewpoint, there is no real instruction taking place in this program. For matching sight words for basic eye-hand coordination or recognition for other kinds of visual perceptual activities, I could see using this program. With my students (HI Jr/Sr High) this is not appropriate. Also, this program really doesn't do anything. It is a game for fun; I could not say any valid teaching/learning would occur. In teaching language, I don't teach isolated words out of context. With hearing impaired students, many know the word or sign but can't use it. I can't see any valid reason for using/buying this program. This mode would be gaming. 2. Not really applicable for language arts reinforcement. I was not very impressed. I'm just not into games. This is more for eye hand coordination, using clockwise and counterclockwise movements to teach sight words. This game the students would be able to learn to use successfully and probably enjoy. Education would not happen. 3. Good word recognition - eye and hand coordination. Students would need instruction on how to use it. I liked it for word recognition. The adjustment classes could use it for hand and eye coordination. KingstonPubSch/OK no instructions - just practice. FSDB: The teacher is able to input their own vocabulary words. There are also supplementary worksheets provided. SAK/NM: I felt the program was not appropriate for first graders and sight word recognition. Some words were too difficult - too boring for a young child. The manual dexterity of a first grader is not at a level to operate program, nor the interest level appropriate for a first grader. SpecNeedsLib/MD: Although the objective is good, the program at its lowest speed is still too fast, frustrating students with a learning disability. The program does not have any easier way of exiting besides rebooting. NikkariEl/MI: Even the slowest pace was too fast for our young (preK-2) students. CO.NECBOCES: Very boring. The children (grades 7 and 9) didn't like it.

Word wizards 4.3

421.52 W672 1984 A (d) MECC
Apple 48k 59.00
reading-reading readiness K-6

Friendly wizards entertain users learning to spell, unscramble, and guess words. Includes a variety of games.

COSDB + (Fleharty); WISD +; VSDBH + (Singleton); LakeDrSchHI/NJ ++ (Cheskin) FSDB + (Thornton/Garrett); Crestline/OH + (Petty); WaukeganHI/IL + (Yepsen); WolfvilleJHS/CAN ++ (5-7); AEA5 + (1); INSD ++ (3-5);

Only the Best 1989;

1- 5.25 disk; teacher's guide

VSDBH: Can be used on a higher level other than K-6. LakeDrSchHI/NJ: Very quick and easy to program lists of words - could easily be used for weekly drills at spelling or vocabulary. FSDB: This program has wonderful worksheets to use with the program. Program also allows the teacher to input words. Some students may need assistance with directions. WaukeganHI/IL: Great for teachers to input spelling lists. Program doesn't allow for using word configuration on 2 games however, because they use all capital letters. Students enjoyed this program (grades 1-5). WolfvilleJHS/CAN: Excellent for spelling practice. AEA5: This is a great program for use with independent spelling and vocabulary lists. My student enjoyed the various game formats very much (gr. 1). INSD: Just another fun way to drill spelling! (grades 3-5).

Word works 3

372.414 W6 1987 A Teacher Support
Apple 64k 419.65
English/language arts-basic skills 3-5

Challenges users to develop word recognition by using game-like activities.

NikkariEl/MI # (preK-1);

9- 5.25 disks; user guide

NikkariEl/MI: Too difficult for our level in the classroom (gr. preK-1).

Word-a-tach 2.5

428.4 W67 1982 A Hartley
Apple 48k 39.95
reading-decoding skills 1-4

63 word lists designed to help users learn to quickly recognize simple words. User selects speed and program flashes words on screen.

LenaweeISDist/MI - (Ross); Underwood/NC + (Little);

1- 5.25 disk; user guide

LenaweeISDist/MI: Can't be used independently. How was vocabulary selected? Underwood/NC: Cannot be used individually. Student must have partner.

Wordisk maker 3.3

421.52 W6 1983 A (d) Micromedia
Apple 48k 19.95
utilities-drill/test generators 1-16

Allows user to create, edit, add to, and print out word lists for use with Micromedia Software programs.

MSSD # (9-12); WPASD + (Saunders); Centre-Con/Can # (Blanche);

1- 5.25 disk; user guide

Words at work: compound it!

372.4144 W6 1987 A — MECC
Apple 64k — 59.00
English/language arts-basic skills — 3-6

Users practice word-building skills pertaining to common compound words, of which 171 are available for use in this package. Complements popular textbooks.

Soft Rept A;

1- 5.25 disk; teacher's guide

Words at work: contraction action

372.4145 W6 1986 A — MECC
Apple 64k — 59.00
English/language arts-basic skills — 3-6

Helps users recognize, spell, and match contractions and their corresponding words. A variety of options enable teacher to tailor programs to user needs.

Soft Rept A;

1- 5.25 disk; teacher's guide

Words at work: prefix power 5

372.4 W67 1986 A — MECC
Apple 64k — 59.00
English/language arts-basic skills — 3-6

Helps users practice identifying the prefix in a given word and selecting the correct meaning of that word.

Miller/KS ++ (3-4);

Soft Rept A;

1- 5.25 disk; teacher's guide

Miller/KS: This was too difficult for my 3rd grader. The vocabulary was too difficult. But my 3rd grader is not a strong reader either.

Words at work: suffix sense 4.7

372.4 W6 1986 A — MECC
Apple 64k — 59.00
English/language arts-basic skills — 3-5

Users practice recognizing and identifying suffixes and root words as well as the meanings of words that contain suffixes.

CO.NECBOCES ++ (Bieber); Miller/KS ++ (3-4); CousinoHS/MI + (12);

Soft Rept A;

1- 5.25 disk; teacher's guide

CO.NECBOCES: I would have liked a larger variety of words used for the "Suffix Game". Miller/KS: The vocabulary was too difficult for my 3rd grade student. But she loved to play concentration even though the words were too hard. Good teaching tool but not an independent tool. CousinoHS/MI: No easy way to exit. Simple enough for younger kids but gets progressively harder. We'd buy it if we had the money. Too bad it doesn't include prefixes too. That would make it perfect. Manual is fair. I'd like to see some supplemental materials with it. Even my high schoolers loved the graphics. My students really liked the suffix game.

Work series (Survival skills series)

658.3 W6 1988 A — Aquarius
Apple 48k — 225.00
guidance-career education — 9-adult

A vocabulary section introduces each program to familiarize the user with the subject covered. Includes: How to get and hold a job; The job and you; Self-concept and work; Part-time jobs; New on the job; Interviewing. Fifth grade reading level.

6- 5.25 disks; teacher's guide

World atlas action 4.2

912 W6 1985 A — DLM
Apple 64k — 46.00
social studies-geography — 3-10

Helps user learn locations and important facts about the countries and regions of the world. Create, save and play your own map games. Records user's scores and keeps track of problems missed.

Oakdale/OH ++ (Frazier); FSDB + (Barrie/Devlin/Garrett); LakelandAEA/IA ++ (Wethor); Jenks/OK ++ (Pride); WolfvilleJHS/CAN # (6-9); CO.NECBOCES ++ (5-7, 11); CousinoHS/MI + (12); OHSD + (9); INSD # (3-5);

Soft Rept 1987 +;

2- 5.25 disks; user guide; ref card

Oakdale/OH: Covers a wide variety of topics; students can learn a huge amount of information while enjoying the game (K-6). FSDB: Very little reading required. Teachers can create additional activity content by using the editor feature. WolfvilleJHS/CAN: This was just not "exciting" enough that my students (grades 6-9) would choose it on their own in their free time. CO.NECBOCES: We loved this. We also order the US version. CousinoHS/MI: Recommend with reservations. It is useful mainly for memorization of where countries are. This is important. I like that I can add to it also. I find it limited, but this is an important area for the hard of hearing. OHSD: Educational and my class (grade 9) liked it! INSD: Not very interesting. Also, it is now out of date (USSR etc.)

Write this way 3

652.5 W1 1993 A — Hartley
Apple 128k IIe, IIc, IIgs — 69.95
word processors — 3-adult

Word processor designed to recognize specific language problems. When users type in words or sentences, the program determines whether there are spelling or grammatical errors and indicates these to the user. Designed for hear.-impaired/learn. disabled.

Miller/KS # (3,10);

4- 5.25 disks; user guide

Miller/KS: I wanted the program to correct more errors.

Writer rabbit — 4.4

421 W7 1987 A — Learning Co.
Apple 48k — 69.95
English/language arts-basic skills — 2-4

A tool for developing writing skills and reinforcing reading comprehension. Users identify sentence parts and construct sentences. Six games teach grammar.

HES + (May); Oakdale/OH ++ (Frazier); FSDB + (Thornton/Darland); Underwood/NC + (Little); NoTrailsAEA/IA + (Garriott); HamiltonDist/OH ++ (Bauman); Miller/KS ++ (3-4); ClementsJHS/VA ++ (6-9); Arrowhead2 # (7); SEMNSEC ++ (2-3); RoweEl/NV + (3, 5);

Comp Teach 4/87 +; Elect Learn 2/87 A; Family Comp 2/87 ++; Soft Rept A; Only the Best 1989; Classrm Comp Learn "Best of the Decade" 5-6/90;
1- 5.25 disk; user guide

HES: Language level may be too high for 7 year old therefore program use could be extended to higher level deaf. A super way to deal with a difficult barrier for deaf. Oakdale/OH Excellent program for teaching who, what, when, where, how and why; students enjoyed the graphics (K-6). FSDB: Many of the sentences constructed are of a silly nature which is intended to amuse, but may confuse some students. Underwood/NC: Students love the graphics, but were confused by some of the silly sentences. NoTrailsAEA/IA: The children (K-3) enjoyed this program but some of it was too difficult/confusing for my second grade hearing impaired. Miller/KS: I found it too difficult for my 3rd graders to use independently. When playing "Juice Game" the correct choice is usually the first choice. My students just hit the first one every time. SEMNSEC: Some of the vocabulary was too difficult for hearing-impaired kids (grades 2-3) and somewhat silly. RoweEl/NV: Excellent for language reinforcement (grades 3, 5).

Writer's helper — 4

808.02 W7w 1986 A — Conduit
Apple 64k — 120.00
English/language arts-writing — 7-14

Offers user help in two primary areas: location and organization of a topic, and form/content analysis once it is in draft form.

PoplarBluff/MO + (Rice); CASB + (adult);

Only the Best; Bklst 3/1/86 +; Comp Teach 5/86 +; Curr Rev 1-2/86 +; Soft Rept A; Elect Learn 5-6/86 +; A+ 12/87 ++; Tech and Learn 11-12/90 +;
3- 5.25 disks; user guide

Writing a narrative — 4.3

808.04 W7 1983 A (d) — MECC
Apple 48k — 49.00
English/language arts-writing — 7-9

Users learn story-starting techniques and observe the importance of narrative perspective. They also discover key elements of narrative structure. The focus is on prewriting to prepare for writing a rough draft.

FSDB + (Hesson/Slater); StAlphonsus/Can + (Grieder); CO.NECBOCES ++ (7, 10-11);

Only the Best;
1- 5.25 disk; user guide.

FSDB: Fourth grade reading level (Speche). Uses a lot of pronouns. Complementation within syntax may cause a problem. One advantage of Writing a Narrative is that students are presented with information in a logical manner. There is a lot of print (on the screen). this package was worthwhile for the students (intermediate). It is good because it supplements the regular programs. Students can use it independently.

Writing adventure — 3.7

808.042 A — DLM
Apple 48k — 59.95
English/language arts-writing — 4-9

Features include colorful graphics, a variety of adventures to use as story lines, word-processing capabilities for writing notes and stories, proofing aid that checks for common errors, print options for notes and stories.

CO.NECBOCES + (5, 7, 11); NikkariEl/MI # (preK-1); FSDB + (7-12);

Ed Tech 4/86 #; Soft Rept 1987 +;
2- 5.25 disks; user guide; guide chart

NikkariEl/MI: Too difficult for our students to use (gr. preK-Kinder.). FSDB: This program is very involved and would be most beneficial with a TV adapter used to teach the entire program. Once it's fully understood, advanced students could proceed on their own.

Writing and publishing in multimedia

808.042 W8 1990 A — MECC
Apple IIgs 1.25MB — 59.00
teacher training — adult

Helps teachers learn to use classroom projects and hands-on studies to explore the effects of desktop multimedia on student writing.
2- 3.5 disks; teacher's guide

Z

Zoyon patrol

153.43 Z6 1987 A — MECC
Apple 128k — 59.00
logic/problem solving — 7-12

Users must employ analytical skills to help track down the elusive group of endangered species known as zoyons.

Bklst 5/1/89 p1548 +; Classrm Comp Learn 4/89 p.18-19 +; Compute 4/88 p56-60 +; Ed Tech 2/88 p56-57 +; Media & Methods ++ 5-6/89 p66;
1- 5.25 disk; teacher's guide

6 IBM Subjects

ART

Delta drawing
Deluxe paint II
Facemaker

BUSINESS

Den of thieves
Microcomputer activities for office procedures
Personal lawyer

TYPING

MasterType
Mavis Beacon teaches typing
Stickybear typing
Typing made easy
Typing tutor

COMPUTERS

LOGO

IBM LOGO
Ladybug
LOGOWriter
Turtle tracks

GENERAL

Disk operating system version 3.10
How to use the IBM PC or XT

LITERACY

Friendly computer
I can be anything
PC plus

PROGRAMMING

Quickpro+ III
Turbo PASCAL

DATA BASE MANAGERS

IBM document retrieval assistant
IBM filing assistant
Label express
PC-file III
PFS: file
Reflex

REPORT GENERATORS

IBM reporting assistant
PFS: report

DESKTOP PUBLISHING

Children's writing & publishing center
Newsmaster
Newsroom
Newsroom pro
PFS: first publisher
Publish-it!
Super print!

DRIVER EDUCATION

Drivin'
Keys to responsible driving

EARLY LEARNING/PRESCHOOL

Fun with letters and words
Kid pix
Kindercomp gold
Stickybear opposites
Stickybear shapes

READING

Dinosaur discovery kit
Stickybear alphabet

EDUCATIONAL GAMES

Charles Goren: learning Bridge made easy
Gato
Space quest: the Sarien encounter
Tic tac show
Trading post

ENGLISH/LANGUAGE ARTS

BASIC SKILLS

In common: language arts
In common: words and things
Pow, zap, ker-plunk! (comic book maker plus)
Stickybear parts of speech
Word detective

GRAMMAR

English: our language
Essential grammar
Grammar examiner
Group grammar
Verb viper

ENGLISH/LANGUAGE ARTS (cont.)

GRAMMAR (cont.)

Word invasion

LITERATURE

Figurative language

PUNCTUATION

Mark-up
Punctuation pur-on: elementary

SPELLING

Boppie's great word chase
Crypto cube
Monty plays scrabble
Spell it!
Spellagraph
Spelling in context level I
Stickybear spellgraber
Stickybear word scramble
Word munchers

WRITING

Kid works 2
Kidwriter
Kidwriter gold
Modern writing skills
Proteus: a pre-writing tool
Writing skills improvement program

FOREIGN LANGUAGES

FRENCH

La guillotine

SPANISH

La corrida de toros

GENERAL PURPOSE

List and mail plus
Public domain software on file

GUIDANCE

APTITUDE TEST PREPARATION

Mastering the SAT

CAREER EDUCATION

Easy working resume kit
Individual's resume maker
Jobs in today's world
Life skills: completing applications
VTQS: Voc-Tech Quick Screener
Work series (Survival skills series)

COLLEGE INFORMATION

College explorer
Petersen's college selection service (2 year)
Petersen's college selection service (4 year)

TEST TAKING

Barron's computer study for the SAT
Test taker's edge
Your personal trainer for the SAT

TESTING

Perfect score: computer preparation for the SAT
WISC-R report writer

HEALTH

DISEASES

Birth defects series
Venereal disease

DRUGS/ALCOHOL/TOBACCO

Drugs

HYGIENE

Pregnancy and you

SAFETY

Babysitter's manual

HOME ECONOMICS

CHILD DEVELOPMENT

Child care

CONSUMERISM

Contemporary living (Survival skills series)
Personal consumerism (Survival skills series)
Personal finance (Survival skills series)
Skills for living I
Skills for living II

INDUSTRIAL ARTS

Construction trades

AUTO MECH.

Mechanics
Mechanics cluster

COMETOLOGY

Cosmetology

INDUSTRIAL ARTS (cont.)

FOOD SERVICE

Cooking and baking unit
Food service cluster

METALWORKING

Metal trades
Welding

WOODWORKING

Building material costs
Carpentry cluster
Stationary woodworking equipment

LIBRARY SKILLS

Dictionary skills
How to do research
Life skills: using a library to find information

LOGIC/PROBLEM SOLVING

Pond
Remember!
Sir Isaac Newton's games

MATHEMATICS

ADDITION/SUBTRACTION

Addition with carry
Alien addition
Subtraction
Zero in on zero (+, -)

ALGEBRA

Alge-blaster
Algebra billiards
Binomial multiplication

BASIC SKILLS

Addition magician
Arithmetic games set 1
Arithmetic games set 2
Averages
Convert fractions to decimals...
Hot dog stand: survival math skills
Math blaster
Math for all ages
Path tactics
Race car 'rithmetic
Ships ahoy
Solving word problems
Stickybear numbers

CONSUMER MATH

Consumer situations

COORDINATE SYSTEMS

Graphs and scale drawings

EQUATIONS

Simultaneous linear equations
Solving quadratic equations

ESTIMATION

Estimating and common sense
Estimation in word problems

FRACTIONS

Survival math

GEOMETRY

Geometry

LOGIC/PROBLEM SOLVING

High wire logic
Safari search
Secret island of Dr. Quandary

MULTIPLE TOPICS

Excelling in mathematics
Mathematics activities III
Mathematics activities IV
Mathematics activities V
Mathematics activities VI
Stickybear math tutor

MULTIPLICATION/DIVISION

1-2-3 digit multiplication
Zero in on zero (x, /)

WORD PROBLEMS

Math word problems
Stickybear word problems

MUSIC

Melissa's music flashcards

READING

Computerized placement appraisal
Fallen angels/Go Tell Spartans/Prince of Sparta
Last of the Mohicans/Deerslayer
Stickybear reading tutor
Stickybear's reading room

COMPREHENSION SKILLS

Basic reading skills
Comprehension power program (L)
Goal series

READING (cont.)

COMPREHENSION SKILLS (cont.)

Guided reading program (L)
How to read for everyday living
How to write for everyday living
IBM reading for information IV
IBM reading for meaning IV
M-ss-ng l-nks: English editor
M-ss-ng l-nks: classics, old & new
M-ss-ng l-nks: micro encyclopedia
M-ss-ng l-nks: young people's literature
Main idea maze
Read 'n roll
Reading comprehension
Speed reader II

DECODING SKILLS

Word radar

READING READINESS

Learn to read in wordland
Reading machine
Stickybear's reading room

VOCABULARY

Game show
Krell's SAT vocabulary builder
Vocabulary detective
Vocabulary development
Vocabulary machine
Vocabulator
Wizard of words
Word attack
Word attack plus
Word man
Word master

SCIENCE

ANATOMY/PHYSIOLOGY

Body in focus
Body transparent
Innerbodyworks (junior ver.)
Innerbodyworks (senior ver.)

ASTRONOMY

Gravity

BASIC SKILLS

Miner's cave
Relevant reading: science

CHEMISTRY

Mystery matter

ECOLOGY/ENVIRONMENT

Balance of the planet
Earthquest

NATURAL HISTORY

Designasaurus II

PHYSICAL SCIENCE

Wood car rally

PHYSICS

Physics solution

SCIENTIFIC METHODS

Car builder

SIGN LANGUAGE

ASL-tran
Learn to sign
Micro-interpreter I
Micro-interpreter III (elem. signer)
PC fingers
Sign language quiz

SOCIAL STUDIES

BASIC SKILLS

Relevant reading: social studies

CANADIAN HISTORY

Building a nation: Canada and the CPR

DECISION MAKING/VALUES

Decisions, decisions: immigration
Oregon trail
Other side
Stickybear town builder

ECONOMICS

Market place
Run for the money

GEOGRAPHY

Atlas explorer
Beyond the Rising Sun: discovering Japan
Bush Buck: global treasure hunter
European nations and locations
Japan than can say no
PC Globe 3.0
PC USA
States and traits
What do they do in Ouagadougou?
Where in the world is Carmen Sandiego

ORGANIZING INFORMATION

One world: countries database

SOCIAL STUDIES (cont.)

ORGANIZING INFORMATION (cont.)

U.S. history data bases for PFS: file

US HISTORY

America, an early history

SPREADSHEETS

PC-calc
PFS: plan
PFS: professional plan
Quatro

TEACHER TRAINING

Specialnet tutorial

TELECOMMUNICATIONS

PC dial
Remote
Transporter with crosstalk

UTILITIES

Calendar creator
CheckFree
Disk optimizer
DoubleDOS
Fast!
FormFiller
Formtool
Formtool gold
Grid designer
Inventory it
One key calculator
One key timekeeper
PC tools deluxe ver. six
PC desk
Per:form
Pyxel visuals
Quick schedule
Superkey
VisiSchedule

AUTHORING

LinkWay
Private tutor w/vocabulary building skills

DRILL/TEST GENERATORS

All star drill
Crossword magic
PC-quizzer/PC-quizzer +
Picture puzzles

GRADES/RECORDKEEPING

Graphic gradebook
Report card

GRAPHICS

Batchprint
Certificate maker
Fontrix
Grafplus
Hotshot graphics
IBM graphing assistant
IBM storyboard plus
PC-graph
Picture perfect
Present it!
Print master
Print master plus
Print shop (new)
Print shop deluxe
Sign designer
Video etch

READABILITY ANALYSIS

Readability calculations

WORD PROCESSORS

20-20 word processor
Bank street writer
Friendlyware/friendly writer/friendly speller
IBM writing assistant
IBM writing assistant version 2.00
Jr. wordperfect v.4.2
Mindreader
PC-write v.3.3
PFS: write
PFS: write ver. II
Primary editor

GRAMMAR CHECKER

Grammatik IV
RightWriter Version IV
Rightwords

THESAURUS

Webster's new world on-line thesaurus
Word finder

7 IBM Grade Levels

This index is arranged by grade level. Titles are listed alphabetically and appear under each level for which the producer designed it.

PRESCHOOL

Dinosaur discovery kit
Facemaker
Friendly computer
Fun with letters and words
IBM LOGO
Kid pix
Kid works 2
Kindercomp gold
Learn to read in wordland
Picture perfect
Primary editor
Reading machine
Stickybear shapes
Stickybear alphabet
Stickybear numbers
Stickybear opposites
Stickybear's reading room
Stickybear's reading room

KINDERGARTEN

Certificate maker
Graphic gradebook
Kidwriter gold
LOGOWriter
Path tactics
Picture puzzles
Private tutor w/vocabulary building skills
Public domain software on file
Race car 'rithmetic
Ships ahoy
Sign designer
Spelling in context level I
SuperPrint!
Wizard of words

ELEMENTARY

Addition with carry
Addition magician
Alien addition
All star drill
Arithmetic games set 2
Arithmetic games set 1
ASL-tran
Bank street writer
Body transparent
Body in focus
Boppie's great word chase
Bush Buck: global treasure hunter
Car builder
Children's writing & publishing center
Comprehension power program (L)
Computerized placement appraisal
Crossword magic
Crypto cube
Decisions, decisions: immigration
Delta drawing
Designasaurus II
Dictionary skills
Earthquest
Essential grammar
Estimating and common sense
European nations and locations
Game show
Group grammar
Guided reading program (L)
High wire logic
How to read for everyday living
How to write for everyday living
I can be anything
In common: language arts
In common: words and things
Kidwriter
Ladybug
Learn to sign

ELEMENTARY (cont.)

M-ss-ng l-nks: English editor
M-ss-ng l-nks: young people's literature
M-ss-ng l-nks: micro encyclopedia
Main idea maze
Market place
MasterType
Math blaster
Math word problems
Mathematics activities V
Mavis Beacon teaches typing
Melissa's music flashcards
Micro-interpreter III (elem. signer)
Micro-interpreter I
Miner's cave
Mystery matter
1-2-3 digit multiplication
Oregon trail
PC Globe 3.0
PC USA
Pond
Pow, zap, ker-plunk! (comic book maker plus)
Print shop deluxe
Print shop (new)
Punctuation put-on: elementary
Read 'n roll
Readability calculations
Reading comprehension
Relevant reading: social studies
Relevant reading: science
Safari search
Secret island of Dr. Quandary
Sir Isaac Newton's games
Solving word problems
Spell it!
Spellagraph
Stickybear spellgraber
Stickybear town builder
Stickybear parts of speech
Stickybear word problems
Stickybear word scramble
Stickybear math tutor
Stickybear reading tutor
Stickybear typing
Subtraction
Tic tac show
20-20 word processor
Trading post
Turtle tracks
Typing tutor
Verb viper
Video etch
Vocabulary detective
Vocabulary development
Vocabulary machine
Vocabulator
Where in the world is Carmen Sandiego
WISC-R report writer
Wood car rally
Word detective
Word master
Word man
Word invasion
Word attack plus
Word attack
Word munchers
Word radar
Zero in on zero (+, -)
Zero in on zero (x, /)

INTERMEDIATE

Algebra billiards
America, an early history
Atlas explorer
Averages
Babysitter's manual
Barron's computer study for the SAT
Basic reading skills
Building material costs
Building a nation: Canada and the CPR
Consumer situations
Convert fractions to decimals...
Drugs
English: our language
Estimation in word problems
Figurative language
Friendlyware/friendly writer/friendly speller
Gato
Geometry
Grammar examiner

INTERMEDIATE (cont.)

Grammatik IV
Graphs and scale drawings
Gravity
Hot dog stand: survival math skills
How to do research
IBM reading for meaning IV
Innerbodyworks (senior ver.)
Innerbodyworks (junior ver.)
Life skills: using a library to find information
LinkWay
M-ss-ng l-nks: classics, old & new
Mark-up
Math for all ages
Mathematics activities IV
Mathematics activities VI
Mathematics activities III
Newsmaster
Newsroom pro
Newsroom
One key timekeeper
One key calculator
One world: countries database
Other side
PC fingers
PFS: first publisher
PFS: write
Print master
Print master plus
Proteus: a pre-writing tool
Punctuation put-on: elementary
Reading for information IV
Run for the money
Sign language quiz
Skills for living II
Skills for living I
Space quest: the Sarien encounter
Speed reader II
States and traits
Stationary woodworking equipment
Survival math
Test taker's edge
U.S. history data bases for PFS: file
What do they do in Ouagadougou?
Your personal trainer for the SAT

HIGH SCHOOL

Alge-blaster
Balance of the planet
Beyond the Rising Sun: Discovering Japan
Binomial multiplication
Birth defects series
Carpentry cluster
Charles Goren: learning Bridge made easy
Child care
College explorer
Construction trades
Contemporary living (Survival skills series)
Cooking and baking unit
Cosmetology
Deluxe paint II
Den of thieves
Disk optimizer
Disk operating system version 3.10
DoubleDOS
Drivin'
Easy working resume kit
Excelling in mathematics
Fallen angels/Go Tell Spartans/Prince of Sparta
Fast!
Fontrix
Food service cluster
Geal series
Grafplus
Grid designer
Hotshot graphics
How to use the IBM PC or XT
IBM reporting assistant
IBM writing assistant version 2.00
IBM graphing assistant
IBM filing assistant
IBM document retrieval assistant
IBM Storyboard plus
IBM writing assistant
Individual's resume maker
Japan than can say no
Jobs in today's world
Jr. wordperfect v.4.2
Keys to responsible driving
Krell's SAT vocabulary builder
La guillotine

HIGH SCHOOL (cont.)

La corrida de toros
Label express
Last of the Mohicans/Deerslayer
Life skills: completing applications
List and mail plus
Mastering the SAT
Mechanics cluster
Mechanics
Metal trades
Microcomputer activities for office procedures
Mindreader
Modern writing skills
Monty plays scrabble
PC dial
PC tools deluxe ver. six
PC desk
PC plus
PC-graph
PC-file III
PC-calc
PC-write v.3.3
Perfect score: computer preparation for the SAT
Personal finance (Survival skills series)
Personal consumerism (Survival skills series)
Personal lawyer
Petersen's college selection service (2 year)
Petersen's college selection service (4 year)
PFS: write ver. II
PFS: report
PFS: professional plan
PFS: plan
PFS: file
Physics solution
Pregnancy and you
Present it!
Publish-it!
Quatro
Quick schedule
Remember!
Remote
RightWriter Version IV
Simultaneous linear equations
Solving quadratic equations
Specialnet tutorial
Superkey
Turbo PASCAL
Typing made easy
Venereal disease
VisiSchedule
VTQS: Voc-Tech Quick Screener
Webster's new world on-line thesaurus
Welding
Word finder
Work series (Survival skills series)
Writing skills improvement program

POSTSECONDARY

Pyxel visuals

ADULT

Batchprint
Calendar creator +
CheckFree
FormFiller
Formtool
Formtool gold
Inventory it
PC-quizzer/PC-quizzer+
Per:form
Quickpro+ III
Reflex
Report card
Rightwords
Transporter with crosstalk

8 IBM Software Descriptions

A

ASL-tran 1

420.0285 A7 1992 I — Ben
IBM 128k — 15.00
sign language — 4-adult

Translates letters into the handshapes of the American manual alphabet. Shareware-borrower is responsible for paying registration fee.

IditarodEl/AK -- (adult);
1- 5.25, 1- 3.5 disks; user guide

IditarodEl/AK: I couldn't get it to translate, to function or to print. The idea is good, however it is limited to actually using the computer to show fingerspelled letters in order or the sample sentence included.

Addition magician 2.9

513 D5a 1984 I (d) — Learning Co.
IBM 64k — 34.95
mathematics-basic skills — 1-4

User must locate groups of adjacent numbers on a three by three grid that add up to a chosen sum ranging from 6-18.

CLEARYSD - (Veatch/Costanzo) + (Altuna); WilseyGS/KS + (Luce); Sunnyside/WA -- (1-6); DouglasTilden/CA - (McGrath); ORSSD # (Cruscial); SpecNeedsLib/MD + (Kaplan); BonnerCoSchDist82/ID + (Selle); GunnisonDist/CO - (Martinez/Blair); CamdenCC/NJ # (Campbell/Merlino); AEA5 # (K-3);

EPIE; NEA +;
1- 5.25 disk; user guide

CLEARYSD: 1) A good variation on computation skills. combined with thinking skills. 2) Limited in design. SpecNeedsLib/MD: Patrons had a hard time using this program. Sometimes when they followed the directions and completed the puzzle, the computer acted as though they didn't finish the puzzle correctly. BonnerCoSchDist82/ID: Problem: In series of games, if student runs out of time or incorrect, turn is over, i.e. if 1 game attempted and the response is wrong, computer replies 1 game right out of 10 -- but the other 9 games not played.

Addition with carry 2

513.2 A3 I — Queue
IBM 64k — 29.95
mathematics-addition/subtraction — 1-3

Provides drill and practice in addition that requires carrying a digit into the next column. Highly interactive.

CamdenCC/NJ - (Campbell/Merlino);

J of Learn Disabilities 2/84 -;
1- 5.25 disk; user guide

Alge-blaster 2

512 A44 1985 I — Davidson
IBM 128k, color — 49.95
mathematics-algebra — 9-12

Designed to help pre-algebra and algebra students master the fundamentals, from positive and negative numbers to systems of equations. 650 problems.

BrashearHS/PA - (Cametti);

Only the Best 1989; Soft Rept A-; Classrm Comp Learn "Best of the Decade" 5-6/90;
1- 5.25 disk; user guide

BrashearHS/PA: Boring! Cumbersome! Problems require unnecessary skills for objective, i.e. (add + and - nos.) 14 1/8 - 3 1/8 fraction or decimal not necessary to teach algebra skill!! This task done more effectively with pencil and paper. Maybe worth $15-$20. No game mode for practice afterward.

Algebra billiards 1

512 A4 1983 I — (d)Curriculum Applicat.
IBM 128k — 24.95
mathematics-algebra — 8-12

Game designed for drill, practice, and tutorial. Presents a variety of problems for user to solve.

MSSD -- (9-12);

Sch Micro Rev S'81 +; Math Teach 4/82 +; Comp Teach 5/81 +; Crseware Rept Card 9/82; Soft Rept B;
1- 5.25, 1- 3.5 disks; user guide

Alien addition 3.9

513.2 c5a 1985 I — DLM
IBM 128k, color — 46.00
mathematics-addition/subtraction — 1-3

Practice in addition of numbers 0-9 in arcade game format.

FDLRS +; HES + (May); MSSD + (9-12); CarlsbadHS/CA + (Gaitan); RheinSchule/WGermany ++ (Schuler); DouglasTilden/CA + (McGrath); ElmCreekLib/KS # (Robinson); Cassavant/NY + (Meyers); KDES + (Kubis); WaukeganHI/IL + (Pates/Yepsen) ++; CambridgeEl/Can - (Gould); LakelandAEA/IA ++ (Wethor); NikkariEl/MI + (1); DCSHospSch/NC ++ (2); ADEPT/TX -- (2); CousinoHS/MI ++ (12); HIPLakeview/KS -- (1-3); EMichU ++ (adult); Miller/KS ++ (2-5); BarbadosSDB + (Harding);

Only the Best; MicroSIFT 6/84 +; Crseware Rept Card 9/82; Soft Rept B; Curr Rev 8-9/82 +; EPIE -; Sch Lib J 11/82 +; Alberta +;
1- 5.25 disk; teacher's manual; disk instruction booklet; stud. record sheet chart; strategies sheet; flash cards; etc.

Cassavant/NY: Good but expensive - students need to know the facts before being able to use program.

WaukeganHI/IL: (Pates) My students are not yet computer literate. I can control the pace, level, etc. of the program, but the students can't. (Yepsen) The flexibility of user control is wonderful. The pace and skill levels can easily be changed for various levels. CambridgeEl/Can: The program was complicated for my students (grades preK-1). This would be much better suited to older, more computer-literate students. More time was required to learn the commands and instructions than was required to practice addition drill. LakelandAEA/IA: My student (grade 2) was highly motivated by this program. NikkariEl/MI: This software was motivating for our students (gr. 1). DCSHospSch/NC: This is a great program for reinforcement of math facts. It also includes excellent supplemental materials. It would be nice if the program included other operations. ADEPT/TX: This was much too difficult for my students (gr. 2). They could only get one game to boot up. No instructions were available and no way for me to control the pace for the students. The user needs to know addition facts already - not just sums to 10. CousinoHS/MI: Very good supports such as card game, worksheets, variable speed, matching answers, etc. HIPLakeview/KS: This program does not help children learn addition skills. To move the ship, you must figure a problem and press the space bar. It requires too much at one time and not enough time is allowed to do all these functions. EMichU: This has a high interest level and is challenging enough not to bore older users. Miller/KS: This is good drill for 2nd grade or older. I liked being able to slow the program down enough for the children to be able to answer. BarbadosSDB: Very good for students who need to practice and memorize addition facts (not used with students).

All star drill

006.6 1991 I — Tom Snyder
IBM 256k — 69.95
utilities-drill/test generators — 3-12

Allows combination of drill and practice for group reviews. Built-in editor lets user play the game with any multiple choice or open-ended question. Teacher can print out questions ahead of time as a preparation aid for students. Includes lesson plans.

Sch Lib J 11/89;
3- 5.25 disks; user guide

America, an early history — 3

973.2 A6 1988 I — Aquarius
IBM 256k — 195.00
social studies-US history — 6-12

Series of interactive, tutorial programs takes users into historical settings, allowing them to become active participants in the past. Includes: A new continent; Jamestown; 13 Colonies; Struggle for independence; American explorers; Westward expansion.

ForsthyeCtrD/NC # (adult);
6- 5.25, 6- 3.5 disks; teacher's guide

Arithmetic games set I — 4

513 A7 1981 I (d) — SRA
IBM 64k — 60.00
mathematics-basic skills — 3-9

Consists of two games designed to make learning basic arithmetic more fun.

CarlsbadHS/CA + (Gaitan); KDES ++ (Kubis); ALSD # (Elston);
1- 5.25 disk; user guide

ALSD: Skills required may not be present in elementary age children. Feedback for multihandicapped elementary children seems too delayed and minimal. The child must wait too long and work too hard for reinforcement.

Arithmetic games set II — 4

513 A74 1981 I (d) — SRA
IBM 64k — 60.00
mathematics-basic skills — 3-9

Consists of two games designed to make learning basic arithmetic more fun.

CarlsbadHS/CA + (Gaitan); KDES ++ (Kubis); CLEARYSD # (Altuna);
1- 5.25 disk; user guide

CLEARYSD: This can be programmed by a teacher and the equations varied.

Atlas explorer — 2.5

912 A85 1985 I — Queue
IBM 512k color — 44.95
social studies-geography — 7-adult

Thirty-seven detailed maps allow user to view continents, sub-continents, countries and regions. Provides facts about populations, language, currency and politics.

APSEA/NB3 - (5); DIL/MD # (4-5);
Only the Best;
1- 5.25, 1- 3.5 disks; user guide

APSEA/NB3: Not up to 1994 standards/expectations. Difficulty finding cursor.

Averages

513. A1 1988 I — Aquarius
IBM 256k — 39.95
mathematics-basic skills — 8-10

Provides instruction on: averaging whole numbers and decimals to the nearest hundredth. Includes pre- and post-tests. Part of 8th-10th Grade Math series.
1- 5.25, 1- 3.5 disks

B

Babysitter's manual — 1.7

649.1 B32 1985 I — Queue
IBM 64k — 34.95
health-safety — 6-12

Comprehensive guide for babysitters on accident prevention and safety, and on seeking aid after an accident occurs.

MSSD - (9-12); MT.MSDB - (Schwabe); ARSD -- (6-8);

Soft Rept B-;

1- 5.25 disk; user guide; product catalog

Balance of the planet

574.5 B3 1990 I — Chris Crawford
IBM 512k, color — 59.95
science-ecology/environment — 10-adult

An educational game designed to focus attention on the interdependence of the world's environment and economic systems and the impact of various policies. Users become aware of global interconnections as they play.

Compute 1/91;

3- 5.25, 3- 3.5 disks; 1 map; user guide

Bank street writer 4.3

652.5 B3 1983 I — Broderbund
IBM 128k — 70.00
word processors — 4-12

Word processor designed for young and/or beginning users. Easy and simple to use.

MSSD + (9-12); KDES +; FDLRS ++; Rhein-Schule/WGermany ++ (Schuler); MOSD ++ (Bliefuss); ScrantonSSD/PA # (Barrett); WISD +;

Only the Best; Elect Learn 5-6/85 p39-40; Instructor 4/85 p91; Math Teach 12/83; NEA +; Comp Teach 8/83 +; Alberta +; Soft Rept A;

1- 5.25 disk; user guide

ScrantonSSD/PA: I'm used to the homeword program and see no advantage to change.

Barron's computer study for the SAT

378.1664 B3 1989 I — Barron's
IBM 256k — 49.95
guidance-test taking — 9-adult

The diagnostic test and both full-length model SAT's offer score analyses that point out user's weak areas. Also computes equivalent SAT scores.

3- 3.5 disks; user guide

Basic reading skills

428.4 B6 1985 I — Aquarius
IBM 256k — 555.00
reading-comprehension skills — 6-12

Designed to encourage students to learn and use critical thinking skills. Each program contains a management system. Includes: Getting the facts; The Main idea; Drawing conclusions; Fact and opinion; Cause and effect; Sequence of events.

6- 5.25, 6- 3.5 disks; instructor's guide; user guide; workbook

Batchprint

005.43 B3 1986 I — (d) — Pyxel Appl.
IBM 128k — 75.00
utilities-graphics — adult

A companion printing package for Pyxel Visuals. Uses P.V. data files to produce high resolution printouts.

1- 5.25 disk; user guide

Beyond the Rising Sun: Discovering Japan

952 B1 1991 I — Educational Act.
IBM 256k — 65.00
social studies-geography — 9-16

Designed to give users the opportunity to place themselves in the role of a Japanese young person and allow them to experience some of the typical problems and successes of growing up in Japan. Highly interactive.

1- 5.25, 1- 3.5 disks; teacher's guide

Binomial multiplication 4

512 B5 1984 I — Queue
IBM 64k — 29.95
mathematics-algebra — 9-12

Designed to help students practice multiplying two binomials.

MSSD + (9-12); KDES + (Kubis); GallaudetPREP + (Varthakavi);

Math Teach 4/84 +; Curr Rev 4/84 +;

1- 5.25 disk; user guide

Birth defects series 1.5

616.04 B5 1985 I — Queue
IBM 128k — 34.95
health-diseases — 9-16

Describes kinds of defects; explains diagnosis, treatment causes, effects, transmission, and research.

MSSD - (9-12); LJHS - (Vaughan); WVSD -- (Shank); NWNazareneC/ID -- (Drahn);

Soft Rept B;

3- 5.25 disks; user's guide; product catalog

WVSD: Language is too difficult for targeted population (HI grade 10- 12). Too much reading and not enough interaction. No graphics to break up chunks of reading. Rather dry! Manual is less than clear. Very difficult for non-computer specialist to figure out booting procedures. Doesn't allow for user variation in answer, even if variation is a correct answer. Syntax of program is written on a high level that does not fit language levels of target population. There are no visuals, everything is print. This is a turn off to students. Need to develop appropriate graphics. Basically, a very dry program!

NWNazareneC/ID: Too much text.

Body in focus 3.8

611 B629 1985 I — Mindscape
IBM 128k, color — 55.95
science-anatomy/physiology — 4-adult

Geographically detailed account of the anatomy and how it works. Three activities expose the functions and relationships of body systems and parts.

FSDB + (Taber/Devlin/Darland); STMARYSSD + (Brady); CREC/CT - (Loop); LakelandAEA/IA ++ (Wethor);

Bklst 1/87 +; Compute 5/86 +; Compute's Gazette 7/86 +; Comp Shopper 11/86 #; Only the Best
1- 5.25 disks; user guide; keyboard overlay for PC style keyboard

FSDB: Prior teaching of the vocabulary is recommended. Supplemental materials are included with the teacher's manual. STMARYSSD: Wonderful graphics. Easy to use, informative and very complete exploration of the body. CREC/CT: I didn't like the graphics or the presentation - limited use. The overlay keyboard is definitely a hindrance. I would never use one. LakelandAEA/IA: Overlay is not the best idea. Graphics are wonderful. It is very interesting.

Body transparent 3.8

611 B6 1985 I — Compton's
IBM 128k, color — 39.95
science-anatomy/physiology — 5-12

Users move bones and organs to their correct location on the male or female body. Or play the game of facts and functions.

FSDB + (Schuler/Waterman/Darland); MOSD ++ (Davis); KLC/MA - (Wasserman); CousinoHS/MI ++ (9-10); NikkariEl/MI # (preK-4); Kirchgater/CA # (1-6);

Only the Best; Elect Learn 5-6/85 +; Sch Sci and Math 2/86 +;
1- 5.25 disk; user guide

FSDB: Language is compatible to academic level. Students (or teachers) are able to create their own anatomy games to play. Each game within the program is offered at an easier level (clues are given) and a more difficult level of play. KLC/MA: The easiest level was much too difficult for my students (grades 5-7). It recommends ages 10 and above, but I don't feel even a 13 year old would know the names for all the bones. It did not allow for individual differences. CousinoHS/MI: Good program with lots of flexibility for different levels of learning. The best I've seen in this area of science. It may need supervision but this one is worth it. The main problem is that the arrow must be in the exact spot that the program has designated as correct. If it is a millimeter either way, the program doesn't record the answer as correct. NikkariEl/MI: This appears like it would be a good review of the body. However, it is much too difficult for lower level students.

Boppie's great word chase 3

421.52 B6 1985 I — DLM
IBM 64k PC/PCjr/XT/AT no 386/486 — 32.95
English/language arts-spelling — 2-8

Helps user refine spelling and word recognition skills by using an arcade game format. User guides Boppie through maze of crossbars and ladders, attempting to retrieve letters and spell a target word. 250+ words in 8 lists.

ADEPT/TX # (1);
1- 5.25 disk; user guide

ADEPT/TX: The reading level was too high for where students are now. Maybe in the future we will consider for purchase.

Building a nation: Canada and the CPR

971 B1 1990 I — Entrex
IBM 256k, color — 59.95
social studies-Canadian history — 6-10

Simulation which involves users in the political, geographical and economic aspects of constructing Canada's first transcontinental railroad. Users employ their decision making skills to solve problems arising from various conflicts.
1- 5.25, 1- 3.5 disks; teacher's guide; reference guide

Building material costs 4

691 B8 1986 I — Shopware
IBM 128k — 139.95
industrial arts-woodworking — 7-16

Covers the parts and safe operation of the ten major pieces of equipment used in woodworking shops.

WISD +;
2- 5.25 disks; user guide

Bush Buck: global treasure hunter

910 P2 1991 I — PC Globe
IBM 640k — 39.95
social studies-geography — 5-12

An educational game which one or two can play. User gets 40 to 60 plane tickets enabling them to fly from city to city collecting clues. A total of 175 countries can be visited. Similar to "Where in the World is Carmen Sandiego".

Elec Learn 11-12/91 +; Sch Lib J 8/91 +;
2- 5.25, 1- 3.5 disks; 1 map; user guide

C

Calendar creator + 3.7

006.68 C3 1986 I — Power Up
IBM 320k, color — 59.95
utilities — adult

Utility for generating calendars.

WISD +; ADEPT/TX + (gr. 1-2); ARSD # (adult);
3- 5.25, 2- 3.5 disks; user guide; graphic ref. sheet

ADEPT/TX: This is good for generating calendars for daily or weekly work. It is appropriate for adults but great for generating calendars for young students for daily work. ARSD: Easy to use and flexible.

Car builder 4

629.2 C38 1985 I — Optimum
IBM 512k — 35.95
science-scientific methods — 3-12

Users design, construct, refine, and test cars that they build. Users get experience in the mechanics of car building. Can print out specifications and results.

TNSD + (9); APSEA/NB3 + (9);

Only the Best; Bklst 5/1/86 +; Elect Learn 3/86 +; Sch Lib J 10/86 +; Apple II Rev Sp/86 +; Soft Rept B-;

1- 3.5, 1- 5.25 disks; user guide

TNSD: Enjoyable and exciting to design your own car! Would be nice if it had a "Help" or explanatory mode to explain differences of designs and a dictionary for vocabulary.

Carpentry cluster

694 C23 1986 I — Aquarius
IBM 256k — 475.00
industrial arts-woodworking — 9-adult

Part of the Vocational Survival Words series that teach students a vocabulary of technical terms. Lessons are designed to be used independently.

23- 5.25, 23- 3.5 disks; instructor's guide

Certificate maker 4.5

686.2 C4 1986 I (d) — Queue
IBM 256k, color — 59.95
utilities-graphics — K-16

Offers over 200 professionally designed certificate styles for use in school, home or business settings. For teachers only.

MSSD ++ (9-12); MT.MSDB # (Gillis); NWNazareneC/ID + (Drahn); WISD ++; SpecNeedsLib/MD ++ (Kaplan); BerryhillEl/FL ++ (4-adult);

Soft Rept A; Only the Best; 3-2-1 Contact 12/86 +; Teach and Comp 1/87 ++; Compute 3/87 +; Family Comp 12/86 +;

2- 5.25 disks; user guide

MT.MSDB: The documentation includes information referring to the Apple II+. On the next page, the instructions are "Use ProDOS to initialize your disk." I am not aware that it is possible to use ProDOS on an Apple II+. I do not recommend this program as a first purchase. The Print Shop (Broderbund/MD: Software) would be my first recommendation. Good project for a computer literacy class. NWNazareneC/ID: Screen blanks just as you're ready to print requiring reset and reboot - very frustrating. SpecNeedsLib/MD: The students enjoyed this program. The graphics are excellent. The only complaint was that the IBM Proprinter was not a printer choice. The pictures took up two sheets of paper since we could not set up the program with the right printer. BerryhillEl/FL: We have already purchased one. Although it prints in color we wish the fount could be produced in color.

Charles Goren: learning Bridge made easy

795.415 G6c 1983 I (d) — CBS
IBM 128k — 111.95
educational games — 10-adult

Self-paced tutorial for learning the card game of Bridge.

1- 5.25 disk; player's manual; user guide; product catalog

CheckFree

004.692 C4 1991 I — CheckFree
IBM 512k — 25.00
utilities — adult

Electronic bill payment system. Pays bills through any bank, automates recordkeeping, and organizes finances.

2- 5.25, 1- 3.5 disks; user guide

Child care

649.4 C3 1986 I — Aquarius
IBM 256k — 195.00
home economics-child development — 9-adult

Designed to provide instruction in the basic principles involved with child care. Includes tests and teacher's manual. Covers: behavior, physical development, play, and emotional growth.

3- 5.25, 3- 3.5 disks; teacher's guide

Children's writing & publishing ctr. 3.8

652.6 C4 1989 I — Learning Co.
IBM 384k w/color or Hercules graphics — 89.95
desktop publishing — 2-12

Easy yet sophisticated desktop publisher for students.

Underwood/NC # (Cody); ARSD + (6-8); ADEPT/TX # (2); ClementsJHS/VA ++ (6-8);

A+ 3/89 +; Compute 4/89 p70 +; inCider 5/89 p36 +; Home-Office Comp 4/89 p84 +; Classrm Comp Learn Top 5 11-12/89 & "Best of Decade" 5-6/90; Comp Teach 3/89.

3- 5.25 disks; user guide w/activities; ref card; catalog

Underwood/NC: Children enjoyed writing with this program. ADEPT/TX: It will be a good program when my kids have a little more language. ClementsJHS/VA: The kids (grades 6-8) loved it! Easy to use!

College explorer 3.6

378.73 C6 1985 I — College Board
IBM 128k — 189.00
guidance-college information — 9-14

Users build profiles by choosing from 500 options for 12 important college features including location, special services, enrollment etc.

WPASD - (Karn); MSSD + (9-12); MT.MSDB ++ (Gillis); ORSSD # (Cruscial); WVSD + (Shank); GunnisonDist/CO # (Williams); LakelandAEA/IA + (Wethor);

Soft Rept A; Only the Best; El Learn 1/91

2- 5.25 disks; student manual and worksheet; counselor manual; College Handbook

WVSD: This is an excellent school guidance program. Would be very effective to use with students interested in selecting potential colleges. Gives students good opportunity to profile themselves and colleges. Very good for 11th and 12th grades. GunnisonDist/CO: Difficult to access.

Comprehension power program (L)

372.4 C7 1990 I — I/CT
IBM 256k — 160.00
reading-comprehension skills — 1-adult

Designed to improve comprehension and study skill strategies through preview skimming and comprehensive reading practice. Following each lesson a student's comprehension percentage, rate, reading index, number of tries report is presented.
4- 3.5 disks; teacher's guide

Computerized placement appraisal

372.41 C1 1991 I — I/CT
IBM 256k — 200.00
reading — 1-12

CPA can determine a student's independent reading level, reading rate, vocabulary level, and comprehension capabilities. This routine can be completed by a student in about 20-30 minutes.
2- 3.5 disks; teacher's manual

Construction trades

693 C10 1986 I — Aquarius
IBM 256k — 545.00
industrial arts — 9-adult

Introduces the fundamental concepts of measuring tools and reading a ruler.
10- 5.25, 10- 3.5 disks; instructor's guide

Consumer situations

513.2 C7 1988 I — Aquarius
IBM 256k — 250.00
mathematics-consumer math — 8-10

Provides instruction on: adding and subtracting numbers/decimals with regrouping; multiplying with multipliers up to three digits; multiplying decimals up to hundredths; and more. Includes pre- and post-tests. Part of 8th-10th Grade Math series.
5- 5.25, 5- 3.5 disks

Contemporary living (Survival skills series)

640 C3 1989 I — Aquarius
IBM 256k — 115.00
home economics-consumerism — 9-adult

A vocabulary section introduces each program to familiarize the user with the subject covered. Individual titles are: Map reading; Decision making; and, You and the law. Fifth grade reading level.
3- 5.25, 3- 3.5 disks; teacher's guide

Convert fractions to decimals...

513.5 C3 1988 I — Aquarius
IBM 256k — 115.00
mathematics-basic skills — 8-10

Provides instruction on: converting decimals to fractions and fractions to decimals as well as solving problems using mixed fractions and decimals. Includes pre- and post-tests. Part of 8th-10th Grade Math series.
3- 5.25, 3- 3.5 disks

Cooking and baking unit

641.3 C13 1986 I — Aquarius
IBM 256k — 755.00
industrial arts-food service — 9-adult

Series dealing with vocational education aspects of cooking and baking. Includes lessons on: measurement, meats recipe conversion, food service responsibilities and ingredients.
13- 5.25, 13- 3.5 disks; instructor's guide

Cosmetology

646.7 C16 1988 I — Aquarius
IBM 256k — 995.00
industrial arts-cosmetology — 9-adult

Designed to introduce the fundamental concepts in the study of cosmetology and to prepare students to take the State Board Examinations. A testing section, an additional test-scoring disk and a detailed teacher's guide with worksheets are included.
16- 5.25, 16- 3.5 disks; instructor's guide

Crossword magic — 4.5

793.73 S45c 1986 I c2 — Mindscape
IBM 128k — 49.95
utilities-drill/test generators — 1-12

User can create, play and print, crossword puzzles by providing the words and clues. Program then generates the puzzle.

CLEARYSD ++ (Veatch); MSSD + (9-12); LJHS + (Vaughan); Taf S/OK + (Andruss); ScrantonSSD/PA ++ (L rrett); MultiDistHI/MO ++ (Derks); WaukeganHI/IL ++ (Degman/Hazlett); WestHillAEA12/IA ++; SILACLD + (Ross); PiedmontReg/VA + (Huskey); FMDayEl/CO + Armfield; NWNazareeneC/ID ++ (Drahn); LouisaHS/VA ++ (Meadows); WISD ++; StaffordEl/NJ + (Gibbons); SpecNeedsLib/MD + (Kaplan); MagnoliaEl/CA ++ (Bryant); FSDB + (Ross/Thornton); RobbinsEl/WI ++ VanBinsbergen

EPIE; Only the Best; Elect Learn 5-6/85 p39; Soft Rept A; Sch Lib J 9/84 +; Compute 11/85 ++;
1- 5.25 disk; user guide; ref card; product catalog

ScrantonSSD/PA: RECOMMEND FOR PURCHASE - Definitely! FMDayEl/CO: This is not some-

thing I would let the students use, but the finished product - the crossword is excellent for students. NWNazareeneC/ID: A very useful program for teachers. MagnoliaEl/CA: Very motivating for higher students. Good tool for teacher to reinforce new vocabulary. FSDB: Very, very helpful instructional tool! Beautiful finished products! Wow! CO.NECBOCES: The final product looks great.

Crypto cube 4.1

428.1 C7 1984 I — Looking Glass
IBM 64k color; (will not run on 286, 386, 486) — 9.95
English/language arts-spelling — 3-16

Game screen consists of a rotating cube which shows four sides with squares similar to a crossword puzzle. One or two players try to guess words.

MSSD + (9-12); COSDB # (Fleharty); SpecNeedsLib/MD ++ (Kaplan); TaftMS/OK + (Andruss); Manhattan/KS + (Riley); PostFallsDist/ID + (Stoddard); WISD ++; FSDB ++ (Smith/Barrie); CamdenCC/NJ +; CousinoHS/MI # (9); Oceanside/NY # (6, 10); Edison/MI + (3-4); INSD ++ (2-5); JFRhodesHS/OH + (9-12);

Ed Tech 3/84 +; Classrm Comp Learn 1/84 +; Soft Rept A-; MicroSIFT 7/85 +;
1- 5.25 disk; user guide; info pamphlet.

SpecNeedsLib/MD: It was very useful in drilling learning disabled on memory retention and spelling skills. TaftMS/OK: Spelling only, no meaning involved unless given by title of word list. FSDB: Students are able to put their own word lists into the puzzles. They can use the program to help memorize vocabulary from any of their content area courses. CamdenCC/NJ: A student can use to improve their vocabulary. CousinoHS/MI: Students (gr. 9) thought it was OK. It would be good if it had clues and could print out. Oceanside/NY: It was not that motivating for my students. It took a while to understand the directions. They got bored quickly. Edison/MI: Not everyone will like this but kids who like puzzles will love it. INSD: Makes spelling drill more interesting. The students are motivated by competition. JFRhodesHS/OH: The students really like puzzles and competition between themselves. They like being able to choose their own topics.

D

Decisions, decisions: immigration

304.82 D4 1986 I — Tom Snyder
IBM 128k — 149.95
social studies-decision making/values — 5-12

User must decide how to respond to a flood of uninvited refugees. Each decision takes user deeper into the issue of establishing an immigration policy.

Classrm Comp Learn 1/87 + and Top Seven 2/88; Elect Learn 1/87 A+; Ed Soft Rev 1/87 +;
1- 5.25 disk; teacher's guide; 10 student guides

Delta drawing 3.3

741.07 D4 1984 I — Power Industries LP
IBM 64k — 69.95
art — 1-16

Users create their own colorful drawings on screen using single key commands to control the Delta cursor. Commands can be nested.

MSSD + (9-12); HES - (May); ConnSENSE 5/86 +; ElmCreekLib/KS # (Robinson); FMDayEl/CO + (Armfield); SpecNeedsLib/MD # (Kaplan)

Only the Best; Elect Learn 5-6/85 p40; Classrm Comp News 5-6/83 -; NEA +; Crseware Rept Card 4/83 +; Comp Teach 5/83 +; Soft Rept A; High/Scope +;
1- 5.25 disk; user guide; 8 cards; 4 small papers; product catalog

SpecNeedsLib/MD: Program was too difficult for my patrons to understand. I wish the program had better instructions on the disk with examples to follow, instead of only on the documentation that also was not too easy to comprehend.

Deluxe paint II 4

006.6 D4 1988 I — Electronic Arts
IBM 640k, mouse — 99.95
art — 9-adult

Powerful and versatile paint program yet easy to use.

NWNazareneC/ID + (Drahn);

Only the Best 1989; A+ 12/87 ++; InfoWorld 12/5/88 p64 ++; Family Comp 10/86; Nibble 10/88 +;
2- 5.25, 1- 3.5 disks; user guide

NWNazareneC/ID: Works well on a variety of monitors - admirable! Great for making overhead transparencies. A good low-cost graphics program.

Den of thieves

351.82 D1 1993 I — Allegro
IBM 286 or higher 640k w/Windows — 9.95
business — 9-adult

Books on disk. Story of Wall Street insider-trading scandals by James B. Stewart. Based on grand jury transcripts, interviews, and actual trading records.
2- 3.5 disks.

Designasaurus II 3.5

567.91 D47 1990 I — Compton's
IBM 512k, ega or vga graphics — 39.95
science-natural history — 4-9

Survive as a Brontosaurus, Stegosaurus or Tyrannosaurus Rex in this learning game with multiple skill levels. Walk through forests, swamps and mountains. Eat the right foods along the way. Everything affects the delicate eco balance.

BerryhillEl/FL + (K-4); RoweEl/NV # (K-1);

Only the Best;
4- 5.25, 2- 3.5 disks; user guide; access code guide

BerryhillEl/FL: I wish it would print out in color. My kids are used to that, not black and white. RoweEl/NV: The students enjoyed this program and interacted verbally with it. However, after a week, they became bored with it.

Dictionary skills 2.9
423 D52 I Queue
IBM 128k 24.95
library skills 4-5

Covers everything from headwords and pronunciation to etymology, dictionary terms and abbreviations.

MSSD - (9-12); LJHS # (Vaughan); ChulaVistaJHS/CA # (Moran); KLC/MA - (Wasserman); ScrantonSSD/PA - (Barrett); ALSD + (Gallahar); MarshallHSHIP/VA: + (10-11); NikkariEl/MI # (2-3);
1- 5.25 disk; user guide; product catalog

KLC/MA: Too difficult for students with low language and reading skills. Material could have been appropriate if less difficult vocabulary and directions were used. MarshallHSHIP/VA: It provides a variety of materials otherwise unavailable.

Dinosaur discovery kit 4
567.91 D55 1986 I First Byte
IBM 512k, color 39.00
early learning/preschool-reading preK-3

Provides practice in early reading skills such as picture-word connections, simple sentences, short stories, visual discrimination, color discrimination, problem solving and decision making.

Covington/VA ++ (9); ADEPT/TX # (2);
Only the Best;
1- 3.5, 2- 5.25 disks; user guide

Covington/VA: Student interest level is very high. Program is flexible enough to accommodate lower reading levels, and motivate students (gr. 9) with more skills. Nice graphics. ADEPT/TX: It required someone to be with the students to help them read because they could not hear the computer speak. The student (grade 2) enjoyed all parts of this program but could not use the software alone do to not being able to read all the words.

Disk operating system version 3.10
004.16 D5 1985 I (d) Microsoft
IBM 128k 75.00
computers-general 10-adult

Commands for operating IBM PCs and XTs.
2- 5.25 disks; user guide; quick ref card; ref book

Disk optimizer
005.43 D4 1992 I SoftLogic
IBM 128k 60.00
utilities 9-adult

A collection of utilities which report on disk efficiency and improve disk performance. Special programs let user restore files even after they have been deleted.
1- 5.25, 1- 3.5 disks; manual

DoubleDOS
005.43 D6 1985 I (d) SoftLogic
IBM 64k 49.95
utilities 9-adult

Allows user to run two programs simultaneously.
1- 5.25 disk; user guide; assorted papers

Drivin'
629.28 D1 1992 I Hartley
IBM 256k 295.00
driver education 9-adult

Designed to help special needs students become safer drivers. Fourth grade reading level. Includes a variety of suggestions for class activities to accompany the program as well as 27 worksheets, 12 pages of puzzles and a board game.
8- 3.5 disks; teacher's manual

Drugs 2.5
615.1 D78 1985 I (d) Queue
IBM 128k 39.95
health-drugs/alcohol/tobacco 7-16

Covers use of drugs such as LSD, cocaine, alcohol, caffeine, sedatives, opiates, tobacco, PCP and others.

MSSD - (9-12); HES # (May);
Soft Rept B;
1- 5.25 disk; user's guide; product catalog

E

Earthquest
574.5 E2 1991 Davidson
IBM 640k, mouse, hard disk, AT recommended 89.95
science-ecology/environment 4-12

A database program offering searchable stacks of information that show the relationship of earth, people and environment. Covers over 150 subjects. Includes 43 maps, graphics, text, quotations, timelines, statistics, animation and a workshop.

Sch Lib J 9/91 +;
2- 5.25, 2- 3.5 disks; teacher's guide; reference guide

Easy working resume kit
650.14 S1 1992 I Queue
IBM 512k w/graphics adapter 39.95
guidance-career education 9-adult

Provides user with everything to manage a job search. Choose from nine layouts. Fonts, margins, tabs and spacing are set automatically. All user needs to do is fill in the blanks. It also includes a word processor and spell checker.
3- 5.25, 2- 3.5 disks; user guide

English: our language
415 E10 1989 I Aquarius
IBM 256k 350.00

English/language arts-grammar 8-adult

Drill and practice on: nouns; pronouns; adjectives; verbs and adverbs; verb tenses; prepositions and conjunctions; phrases and clauses; word choice; punctuation and capitalization, possessive case.

10- 5.25, 10-3.5 disks; teacher's guide

Essential grammar 4.3

425 E8 1990 I Gamco
IBM 256k, color 44.95
English/language arts-grammar 2-12

Use this program for diagnosing students' working knowledge of grammar; testing on grammar rules; preparation for standardized tests; providing printed reports pinpointing students' strengths and weaknesses.

ConnSENSE +; Oceanside/NY ++ (3); APSEA/NB2 + (5);

Only the Best;

1- 5.25 disk; guide and ref. sheet

ConnSENSE: May be used with a wide range of students, depending upon individual abilities and areas of weakness in grammar. The objectives of the program are accomplished with a simple, straightforward approach. Motivating graphics are lacking in this program and repetition may prove boring or frustrating for some students. Oceanside/NY: My students (gr. 3) enjoyed this program and it keys into where their grammar is the weakest. I wish they had this for older students. I also wish it showed the corrected answer whether it's right or wrong. This was an excellent program to work on grammar. It is simple and does not take much time. Oceanside/NY: I didn't like it that much. I did not like the variety of idioms used. It was difficult to judge appropriate levels. I had to guess. APSEA/NB2: Motivating and useful for students with language difficulties.

Estimating and common sense 3

519.54 G8e 1984 I Imperial Intl.
IBM 64k 59.95
mathematics-estimation 4-12

Menu driven program provides drill and practice in estimation skills.

MSSD + (9-12); WPASD # (Karn); KDES # (Simpson); CREC/CT -; PortsmouthHS/NH # (O'Sullivan);

Soft Rept A;

2- 5.25 disks; teachers' guide

KDES: I don't think we'd miss it. The kids may like it more. As we get into more difficult chambers it becomes more interesting. But once you guess the rule then poop! If you realized you've made a mistake you cannot immediately check. The quizzes are more difficult to decipher than the actual task. CREC/CT: The language of this program was too advanced for target population. There are too many directions for a given activity. PortsmouthHS/NH: It was not suitable for our students' needs (other disabilities in addition to hearing loss).

Estimation in word problems

519.54 E2 1988 I Aquarius
IBM 256k 75.00
mathematics-estimation 8-10

Provides instruction on: solving word problems using approximations to find sums and differences and using rounding to find approximate products and quotients. Includes pre- and post-tests. Part of 8th-10th Grade Math series.

2- 5.25 2- 3.5 disks

European nations and locations 4

914 E9 1985 I Compton's
IBM 128k, color 39.95
social studies-geography 3-16

Programmable European geography game. User must match a fact with a country on the map. Helps user learn country names, capitals, boundaries, etc.

RheinSchule/WGermany + (Schuler); EISA/Mex + (Serafin);

Soft Rept A; Only the Best;

1- 5.25 disk; user guide; 2 product catalogs

RheinSchule/WGermany: Is it possible to adapt the program into German? EISA/Mex: There is no time option to play. When you put a country border even a little off, the computer responds that you are wrong.

Excelling in mathematics

510.2 E19 1988 I Aquarius
IBM 256k 795.00
mathematics-multiple topics 9-adult

A series of tutorial programs designed to provide instruction for above-average students and to prepare them for college mathematics. Each program contains pre- and post-tests. Includes a teacher's guide and student manual.

20- 5.25, 20- 3.5 disks; teacher's guide; student manual

F

Facemaker 3.9

004 F3 1984 I Queue
IBM 64k 34.95
art preK-4

User completes a blank face by choosing eyes, ears, nose, mouth and hair. Then user can animate face and/or try to reproduce pattern.

FDLRS +; MSSD + (9-12); CLEARYSD ++ (Veatch); KDES # (Thomas); WISD +; FMDayEl/CO + (Armfield); PCBunnElem/OH ++ (Bukovinsky); WVSD ++ (Jeffries) # (Boley/Ries); LehighVES/PA - (Friedrich); SouthEl/IA + (Skibsted); MBaldwinC/VA + (McCrory); PortsmouthHS/NH # (O'Sullivan); CamdenCC/NJ # (Campbell/Merlino); BerryhillEl/FL ++ (Rawls); SAK/NM # (Klein); GrJunc/CO + (6-8); EdResCtr/WY ++ (K);

High/Scope #; Only the Best; EPIE +; MicroSIFT 6/83 +; Soft Rept B;
1- 5.25 disk; user guide

WVSD: Reading sections of program may not be applicable to MHC population, but material is trainable anyway. 2) Good for low function students. Following direction and fun, too. I like this. It would be good for adjustment classes. Good for coordination. Go for following complete directions. 3) This disk would be good for low-functioning students who get to use it for reward after performing job task. Creativity also plays an important part for students. The game part is difficult to understand. LehighVES/PA: Graphics could be much better, preschool children don't know/can't recognize facial parts for what they are. Nice idea, I think children would love the face building program if graphics were better. SouthEl/IA: Graphics were sometimes hard to discriminate. Doesn't work on Apple IIGS. PortsmouthHS/NH: Difficult to learn; not especially educational although it might be appropriate for free time or entertainment purposes. BerryhillEl/FL: The kids (grades K-3) loved it! Great for what the program involves. GrJunc/CO: Fun game. My students enjoyed it. EdResCtr/WY: Excellent! We used it for discussion on body parts, emotions and feelings as well as computer basics.

Fallen angels/Go Tell Spartans/ Prince of Sparta

Fic Pou I — Allegro
IBM 286 or higher 640k w/Windows — 9.95
reading — 9-adult

Books on disk. Three science fiction adventures written by Jerry Pournelle and others.
2- 3.5 disks.

Fast!

005.43 F3 1991 I — BLOC
IBM 128k — 99.95
utilities — 10-adult

A caching system that increases the speed of a computer by up to 600%.
1- 5.25 disk; user guide

Figurative language — 4.3

808 F5 1986 I — Hartley
IBM 64k, color — 59.95
English/language arts-literature — 8-10

Designed to provide individualized instruction, reinforcement and/or drill on basic language arts and math concepts.

MSSD + (9-12); WISD ++; APSEA/NB2 + (7);
2- 5.25 disks; user guide

APSEA/NB2: Good review of figures of speech; supplements class work.

Fontrix — 5

006.68 F66 1984 I — Data Transform
IBM 512k, color — 125.00
utilities-graphics — 9-adult

Graphics program that is: character generator; drawing board; color painting system; typesetting device; a means of combining words and graphics.

MSSD ++ (9-12);
2- 5.25 disks; user guide; various loose cards

Food service cluster

641.3 C21 1986 I — Aquarius
IBM 256k — 450.00
industrial arts-food service — 9-adult

Part of the Vocational Survival Words series that teach students a vocabulary of technical terms. Lessons are designed to be used independently.
21- 5.25, 21- 3.5 disks; instructor's guide

FormFiller

658.002 F6 1990 I — BLOC
IBM 640k — 139.00
utilities — adult

A tool for automating the fill in and processing of pre-printed business forms.
2- 5.25, 1- 3.5 disks; quick start guide; manual; tutorial

Formtool — 3

658.002 F6 1987 I — BLOC
IBM 128k — 95.00
utilities — adult

Allows users create, edit, manage and print custom forms quickly and easily for all kinds of applications. Word processing included for placement of text.

MSSD + (9-12); IRS/IL - (Kirchner);
3- 5.25 disks; user guide

IRS/IL: It is outdated. Updated version is better. WordPerfect can be used instead.

Formtool gold — 3

658.002 F67 1990 I — BLOC
IBM 512k — 95.00
utilities — adult

Allows users to create, edit, manage and print custom forms quickly and easily for all kinds of applications. Word processing included for placement of text. Includes forms management and archiving capabilities.

IRS/IL # (adult);
2- 5.25, 1- 3.5 disks; user guide; ency. of forms; ref cards

IRS/IL: It is outdated. Updated version is better. WordPerfect can be used instead.

Friendly computer — 4.3

004.16 F74 1986 I — MECC
IBM 128k — 59.00
computers-literacy — preK-3

Five programs introduce users to the major parts of a computer system, especially the keyboard and how to use it. Involves game for practice.

VSDBH ++ (Singleton); NWSpEd/IL # (Klusmeyer); BerryhillEl/FL ++ (Rawls); MiltonEl/VT ++ (Nelson); Jenks/OK # (K-5); INSD ++ (1-5);

Only the Best; NEA +;

1- 5.25 disk; teacher's guide

NWSpEd/IL: Still does not actually have student practice keyboard skills. BerryhillEl/FL: I feel this is appropriate to the objectives of the program. The students loved this program. It was very self-motivating. They specially liked "Zebug"! I will purchase this. Fantastic. MiltonEl/VT: Great game approach! The students got so wrapped up in playing that it wasn't a chore to learn! Picture making is great! INSD: One of the best keyboard programs I've seen. The children were motivated to succeed.

Friendlyware/friendly writer/ friendly speller 4

652.5 F7 1985 I (d) Friendl;Soft
IBM 128k 89.95
word processors 7-adult

Program that gives user opportunity to learn letter format, writing and editing.

MSSD ++ (9-12); WVSD # (Staggs/Dodgins) + (Spinks);

Byte 3/85; InfoWorld 8/84; Personal Soft 8/84;

1- 5.25 disk; user guide

WVSD: 2. Would require too much explanation and subsequent assistance by instructor.

Fun with letters and words 2

428.4 F8 1989 I (d) Wescott Software
IBM 128k 20.00
early learning/preschool preK-2

Reading readiness program designed to help young users become familiar with the alphabet. Shareware-borrower is responsible for paying registration fee.

APSEA/NB2 -;

1- 5.25, 1- 3.5 disks; user guide

APSEA/NB2: This shareware program was developed for the programmer's child. I was unable to substitute my student's name for Lisa. I guess one could do so if one purchased the software.

G

Game show 4.2

794.82 G3 1984 I Advanced Ideas
IBM 256k, color 39.95
reading-vocabulary 1-9

Uses animated color graphics to present a wide range of subject matter with the appearance and action of popular TV game shows.

ConnSENSE 5/86 +; KingstonPubSch/OK + (Self); FMDayEl/CO + (Armfield); FSDB +; SpecNeedsLib/MD ++ (Kaplan); ADEPT/TX - (2);

Sch Lib J 11/82 +; Ed Tech 5/82 +; EPIE -; NEA +; Soft Rept A-; Popular Comp 3/84 +; CA Lib Med Consort '82 +;

2- 5.25 disks; user guide; product catalog

FMDayEl/CO: The categories included are too hard for my students - however, it appears that it is possible to build your own categories which makes this excellent. The student does need to read, and then type answers, which limits it some. SpecNeedsLib/MD: Excellent program! Instructions were great and patrons found it most enjoyable. ADEPT/TX: If the student (grade 2) answered the question wrong, it moved on with only saying "you're wrong". This software was far too advanced for my students.

Gato

794 D3g 1983 I (d) Spectrum Holobyte
IBM 128k 39.95
educational games 7-adult

Puts user in the control room of a WW II submarine. Designed with high-res graphics and a variety of realistic operations and strategies.

Compute 11/85 +;

1- 5.25 disk; user guide

Geometry

516.2 G7 1988 I Aquarius
IBM 256k 250.00
mathematics-geometry 8-10

Provides instruction on: solving problems involving perimeters and rectangular areas; recognizing right angles, triangles, circles, squares and rectangles; and more. Includes pre- and post-tests. Part of 8th-10th Grade Math series.

7- 5.25, 7- 3.5 disks; no guide

Goal series

428.4 G13 1990 I Davidson
IBM 512k, color 349.95
reading-comprehension skills 9-adult

The Goal series is a basic skills program designed specifically for persons reading at a 2nd through 6th grade level. It focuses on skills such as understanding the main idea and recognizing important facts and details. Whole language approach used.

13- 5.25, 13- 3.5 disks; 2 teacher's guide

Grafplus

006.68 G72 1985 I (d) Jewell Tech.
IBM 128k 49.95
utilities-graphics 9-adult

Allows user to print and screen image onto any dot matrix, inkjet or laser printer with bit-mapped graphics capability.
1- 5.25 disk; user guide

Grammar examiner 4

415 G7 1984 I — Compton's
IBM 128k, color — 39.95
English/language arts-grammar — 5-12

Begin as a cub reporter on Grammar Examiner Newspaper. If user learns to edit well he/she moves up in position until the editor-in-chief.

ConnSENSE +; HES - (May); FSDB ++ (Barrie/Slater); WVSD + (Boley); WISD +; LouisaHS/VA + (Meadows); PiedmontReg/VA ++ (Huskey); Waukegan/IL + (Degman); ORSSD - (Cruscial) ++ (Bailey); IRS/IL + (Tangman); BerryhillEl/FL + (Rawls); KLC/MA ++ (6, 8);

Soft Rept A; Only the Best; A+ 12/87 ++;
1- 5.25 disk; user guide; 2 product catalogs

WVSD: Vocabulary a little difficult. You can make your own games. User must have proofreading skills. It could be used for our own stories. Good for older deaf students. WaukeganHI/IL: It is very time consuming - if you had a large block of time set aside specifically for computer games than it would be OK - my time is too limited. FSDB: The reading level is set at an eighth grade reading level, but additional data disks can be created by the teacher to enable younger or lower level students to use this program. ORSSD: (Bailey) This program can enhance the objectives in our language dept. IRS/IL: Helped some; some paragraphs hard and tricky; need new paragraphs for higher levels; too many computer players; liked choices the best. BerryhillEl/FL: You can write your own games. Only my 3rd and 5th graders could do this. It is difficult for them to do with total independence. KLC/MA: It was an exciting game - high interest level, various tasks addressed - but the students need their teacher's assistance to play.

Grammatik IV 5

808.02 G7 1989 I — Reference
IBM 512k, hard disk — 99.00
word processors-grammar checker — 7-adult

Corrects grammar, stylistic, phrase, and mechanical writing errors.

OHSD ++ (adult);

(Version III reviewed in) Personal Comp 12/88;
2- 5.25, 1- 3.5 disks; user guide; help book

OHSD: I will buy this software for our school collection. I will use it in the study skills class I teach. This program was not used with students. I found this program to be fascinating! I can see implications on writing instruction.

Graphic gradebook 3

371.27 I7g 1985 I (d) — Sterling Swift
IBM 256k — 30.00
utilities-grades/recordkeeping — K-16

Record keeping utility for teachers.

ARSD # (adult);

Soft Rept B;
1- 5.25 disk; user guide

Graphs and scale drawings

511.5 G3 1988 I — Aquarius
IBM 256k — 115.00
mathematics-coordinate systems — 8-10

Provides instruction on: solving problems using information from graphs; solving problems related to scale drawings; and solving problems using information obtained from tables and charts. Includes pre- and post-tests. Part of 8th-10th Grade Math series
3- 5.25, 3- 3.5 disks

Gravity

521.1 S3g 1992 I (d) — Steve Safarik
IBM 384k — 40.00
science-astronomy — 8-16

This program is designed to simulate the motions of planetary bodies in space. You may specify the following parameters for up to 16 bodies: mass, density, initial position, and initial velocity. Shareware-borrower is responsible for paying registration.
1- 5.25, 1- 3.5 disks; user guide

Grid designer 4

006.68 G7 1986 I (d) — Power Up
IBM 128k, color — 39.95
utilities — 9-adult

Utility for generating any kind of grid paper.

WISD +; NWNazareneC/ID + (Drahn);
1- 5.25 disk; user guide

NWNazareneC/ID: Directory should be provided to show the ratios of grids. You shouldn't have to print one to find out what it will look like. A useful tool for organizing data on paper..

Group grammar

425 G1 1990 I — Tom Snyder
IBM 256k — 79.95
English/language arts-grammar — 5-12

Users explore illustrated on-screen stories in search of certain elements of grammar-whatever the teacher wishes to emphasize. When they locate and land on the right phrases, they win. Can be used with groups.

Sch Lib J 12/90;
1- 5.25, 1- 3.5 disks; teacher guide

Guided reading program (L) 4

372.41 G1 1990 I — I/CT
IBM 256k — 160.00
reading-comprehension skills — 1-12

Designed to develop fluency and efficiency in the most basic reading processes resulting in ease and com-

fort, adequate reading rates and improved comprehension. High-interest reading selections involving a variety of topics.

ClementsJHS/VA + (6-9);
4- 3.5 disks; teacher's guide

H

High wire logic 4

153.43 C5 1986 I Wings
IBM 128k, color 65.00
mathematics-logic/problem solving 5-9

Interactive game which explores rules while developing logic and discrimination skills. Three levels of difficulty.

SpecNeedsLib/MD # (Kaplan); RheinSchule/WGermany ++ (Schuler);

Soft Rept B+; Only the Best; Classrm Comp Learn Best of Year;
1- 5.25 disk; user guide

SpecNeedsLib/MD: This program is too advanced in the type of thinking required to arrive at possible solutions. Problem solving too advanced. The people using program were autistic. They were unable to figure out the logic required to successfully complete the program. RheinSchule/WGermany: The difficulties are in the language. It's a program for advanced learners.

Hot dog stand: survival math skills

510 H1 1985 I Wings/Sunburst
IBM 256k 65.00
mathematics-basic skills 6-adult

Users run a simulated hot dog stand at a school football game. They must decide how much supplies to buy, keep track of expenses and figure out how to make a profit. Simulation includes occasional bad weather which affects sales.

Only the Best; Sch L J 6/91;
1- 5.25 disks; teacher's guide

Hotshot graphics

006.68 H6 1990 I Symsoft
IBM 640k DOS 2.1 or later, w/hard disk, floppy, graphics 149.00
utilities-graphics 10-adult

An image capture and conversion program for desktop publishers that allows user to edit their content, convert to PCX, IMG, TIF, WPG, MSP, MacPaint and EPS files and print or save.
2- 5.25 disks; user guide

How to do research 2.8

001.4 H6 1985 I Queue
IBM 128k 24.95
library skills 5-12

Interactive tutorial on research methods. Covers notes, outlines, Readers' Guide, bibliographies, card catalogs, data bases.

MSSD - (9-12); LJHS # (Vaughan); StRitaSD/OH - (Dinnesen); LuzerneIU18/PA ++ (Omacht); LouisaHS/VA # (Meadows); WesthillHS/NY - (DiBenedetto)
1- 5.25 disk; user guide; product catalog

LuzerneIU18/PA: Great help as supplement to learning the research paper. LouisaHS/VA: Not motivating. WesthillHS/NY: Language level too difficult. Tedious presentation of concepts.

How to read for everyday living

428.4 H3 1993 I Educational Act.
IBM 64k 139.00
reading-comprehension skills 7-12

Survival and real life reading skills are the focus of this program. Users learn to read want ads, job ads, labels, forms, applications and other items that are critical to a person's day-to-day life.

Closing the Gap 2-3/93;
3- 5.25 disks; teacher's guide

How to use the IBM PC or XT

004.165 H6 1986 I (d) Intellisance
IBM 128k (no 386 or higher machines) 50.00
computers-general 10-adult

Provides training for the IBM PC through an interactive, computer based program for the new and experienced user.
2- 5.25 disks; user guide

How to write for everyday living

428.4 H4 1989 I Educational Act.
IBM 64k 159.00
reading-comprehension skills 4-12

Program designed to help users achieve writing literacy competency to function successfully in society. They work with forms used in everyday situations. Emphasis is on reading, writing, communications and reference skills needed in real life tasks.

Closing the Gap 2-3/93; Sch Lib J 3/89 +;
4- 5.25 disks; teacher's guide

I

I can be anything

331.7 I2 1985 I (d) IBM
IBM 128k color 41.60
computers-literacy 1-5

Playing with this program is like playing with blocks and crayons at the same time. Children use imagination to build rockets, satellites, houses, bridges, etc.
1- 5.25 disk; user guide

IBM document retrieval assistant

651.5 I25 1985 I (d) IBM
IBM 128k 149.00
data base managers 9-adult
Allows user to quickly access documents. It can summarize up to 4,000 documents.
2- 5.25 disks; user guide

IBM filing assistant 4

651.5 I2 1984 I (d) IBM
IBM 256k 129.00
data base managers 10-adult
Menu-driven data filing program that is easy to use. Part of IBM Assistant series.
MSSD + (9-12)
1- 5.25 disk; user guide

IBM graphing assistant 4

511.5 I2 1984 I (d) IBM
IBM 256k 149.00
utilities-graphics 10-adult
Graphing utility. Companion to Filing and Reporting Assistant.
MSSD + (9-12)
1- 5.25 disk; user guide

IBM LOGO

005.13 L6lo 1983 I LOGOComputer Sys.
IBM 64k 175.00
computers-LOGO preK-adult
Easy to learn and use computer programming language.
1- 5.25 disk; user guide; programming guide

IBM reading for information IV

372.41 R3 1987 I IBM
IBM 128k 157.00
reading-comprehension skills 7-8
Helps users improve reading comprehension skills. Graphs, charts, and arguments help teach inference, graph interpretation, and argumentation.
Only the Best;
1- 5.25 disk; user guide; keyboard guide

IBM reading for meaning IV

372.41 R4 1987 I IBM
IBM 128k 157.00
reading-comprehension skills 7-8
Helps user improve reading comprehension skills. Helps teach inference, comprehension, and justification of conclusions.
Only the Best;
1- 5.25 disk; user guide; keyboard guide

IBM reporting assistant 4.5

651.78 I2 1984 I (d) IBM
IBM 256k 129.00
data base managers-report generators 10-adult
Allows user to produce tabular reports from IBM Filing Assistant files.
MSSD + (9-12); RedRiverCC/Can ++ (Leslie);
1- 5.25 disk; user guide
RedRiverCC/Can: A very flexible program - allows for teaching a variety of objectives.

IBM storyboard plus 4

006.68 I2 1987 I IBM
IBM 320K 280.00
utilities-graphics 10-adult
A productivity aid for creating computer controlled presentations which can be shown directly on a computer, projected, or transferred to other media.
ALSD + (Gallahar);
Only the Best;
4- 5.25, 2- 3.5 disks; user guide

IBM writing assistant 4

652.5 I2 1984 I (d) IBM
IBM 128k 129.00
word processors 10-adult
Easy to use word processor. Part of the IBM Assistant files.
MSSD + (9-12)
1- 5.25 disk; user guide

IBM writing assistant version 2.00 5

652.5 I2 1986 I (d) IBM
IBM 256k 149.00
word processors 9-adult
Create and edit documents. Includes spelling checker and thesaurus. Merge data and graphs from other IBM Assistant programs into the text.
MSSD ++ (9-12)
3- 5.25, 2- 3.5 disks; user guide; ref folder

In common: language arts

421.52 I1 1990 I Wings/Sunburst
IBM 256k 65.00
English/language arts-basic skills 4-12
By identifying common attributes and analyzing relationships among words, students use inference group words in categories in four games. Data files cover common spelling confusions, silent letters, parts of speech and details from literature.
1- 5.25 disks; teacher's guide

In common: words and things

421.52 I2 1991 I Wings/Sunburst
IBM 256k 65.00
English/language arts-basic skills 4-12
Students sharpen vocabulary skills with four games by grouping words of similar meaning, learning syno-

nyms of verbs and nouns and practicing uses of common roots and prefixes.
1- 5.25 disks; teacher's guide

Individual's resume maker 3
650.14 I5 1989 I — Individual
IBM 128k — 37.99
guidance-career education — 9-adult
Formats resumes automatically through on-screen information forms. Includes: various resume formats, cover letters, activities log, word processor and more.
SWCHI/TX # (K-6);
4- 5.25, 2- 3.5 disks; user manual; product catalog

Innerbodyworks (junior ver.)
611 Ij2 1990 I — Tom Snyder
IBM 256k — 149.95
science-anatomy/physiology — 7-12
An interactive database that simulates a voyage through the body. Every major system and hundreds of body parts are included. Can be used in presentation or game mode. Covers effects of smoking and alcohol on human body. Terms are in everyday language.
Only the Best 1993; Bklst 6/1/91; Sch Sci & Math 5/6-9; Sci & Children 5/91
2- 5.25; 1- 3.5 disks; teacher guide; student work book

Innerbodyworks (senior ver.)
611 Is2 1990 I — Tom Snyder
IBM 256k — 149.95
science-anatomy/physiology — 7-12
An interactive database that simulates a voyage through the body. Every major system and hundreds of body parts are included. Can be used in presentation or game mode. Covers effects of smoking and alcohol on human body. Terms are in everyday language.
Only the Best 1993; Bklst 6/1/91; Sch Sci & Math 5/6-9; Sci & Children 5/91
2- 5.25, 1- 3.5 disks; teacher guide; student work book

Inventory it
025.82 I5 1986 I (d) — Right-On
IBM 128k — 50.00
utilities — adult
Easy to use inventory management program for use with AV equipment or other equipment.
3- 5.25 disks; user guide

J

Japan than can say no
895.6 J 1993 I — Allegro
IBM 286 or higher 640k w/Windows — 9.95
social studies-geography — 9-adult
Book on disk by Shintaro Ishihara. Ishihara asserts that as Japan moves toward economic and technological supremacy it will no longer be content to play second fiddle to the US.
1- 3.5 disk.

Jobs in today's world
658.3 J2 1987 I — Lawrence
IBM 256k — 79.95
guidance-career education — 9-adult)
Non-college bound students' interests are matched against the characteristics of nearly 100 jobs. The printout advises as to the occupations for which they appear best-suited. A small career guide is included.
Closing the Gap 2-3/93;
1- 5.25, 1- 3.5 disks; user guide; career guide

Jr. wordperfect v.4.2
652.5 J7 1988 I (d) — WordPerfect
IBM 128k — 89.00
word processors — 9-adult
Scaled down version of WordPerfect word processor.
1- 5.25, 1- 3.5 disks; user guide; function key template

K

Keys to responsible driving 3.6
629.28 L4k 1984 I — Mindscape
IBM 64k — 111.95
driver education — 9-12
Prepares users for written driving test. Cast entirely in the interrogatory mode; all learning is achieved through asking multiple choice questions. Each question, whether answered correctly or not, has an explanation with the answer.
MSSD + (9-12); SAK/NM # (Klein); EscanabaHS/MI + (Miller); Matheny/NJ +; AEA5 + (7); MarshallHSHIP/VA # (9-12); Ed ResCtr/WY ++ (11); MOSD - (10);
Soft Rept A;
2- 5.25 disks; user guide; teacher's guide
SAK/NM: My high school enjoyed this. Good for attending to task, also interest level is high (11th grade). EscanabaHS/MI: Our students felt it gave them enough practice and confidence for the real driver's test. AEA5: Too difficult. Reading level too high for the 15 year old who used it. It would be great for a higher functioning student. MarshallHSHIP/VA: Too difficult for many of my students. Ed ResCtr/WY: Provides a lot of practice and it retained the students' (grade 11) interest. I'd like to see an update of this program using better graphics or CD-ROM. It would simulate real life driving even more. MOSD: More graphics and pictures are needed as well as a lower reading level.

Kid pix
741.2 K6 1991 I — Broderbund
IBM 640k graphics adapter w/ hard drive, mouse — 69.95

early learning/preschool preK-8

A paint program designed for kids. Includes sound effects, patterns that burst into color, brushes that paint in funny ways and mystery tools that yield surprising results.
6- 5.25, 6- 3.5 disks; teacher's guide; user guide

Kid works II

808.04 K3 1992 I Davidson
IBM 640k 12MHz 286 machine or better w/color graphics, hard drive, mouse 89.95
English/language arts-writing preK-4

Allows users to create and illustrate their own stories then have the computer read the story back to them. Combines a word processor, paint program and speech capabilities. Audio playback is optional

Closing the Gap 2-3/93;
3- 5.25, 3- 3.5 disks; user guide; lesson guide

Kidwriter *3.8*

372.64 P4k 1984 I Queue
IBM 64k, color, no 386/486 34.95
English/language arts-writing 1-5

User chooses from a variety of objects to make a picture on the screen. User then types a story about the picture.

MSSD + (9-12); KDES + (Manson) # (Thomas); Davenport/IA + (Oliger); CLEARYSD + (Veatch); FMDayEl/CO ++ (Armfield); PCBunnElem/OH ++ (Bukovinsky); NYMONROEBOCES1 + (Reich); ScrantonSSD/PA # (Barrett); WVSD + (Wysopol); WISD +; MBaldwinC/VA + (McCrory); DouglasTilden/CA + (McGrath); LakeDrSchHI/NJ + (Cheskin); RegionXVESC/TX ++ (Mathis); FSDB + (Garrett/Greco); NoTrailsAEA/IA + (Garriott); Arey/IA # (Salinas/Schledewitz); CantonHHP/OH # (Beggs); WesthillHS/NY # (9-12); GrJunc/CO # (9); Jenks/OK ++ (K-5); SouersJHS/OH - (4-6); Edison/MI + (K-2);

High/Scope +; Only the Best; EPIE +; NEA +; Soft Rept A;
1- 5.25 disk; user guide; printing instruction card

PCBunnElem/OH: We purchased this program. WVSD: 1. Excellent for elementary and moderately retarded students. Problem with limited number of characters to use in story. 2. Good for use with slower students to encourage creative writing. Students can write their own stories and do pictures to go along with them. Allows for creative for creative thinking. Would be very good with elementary students of average ability. 3. Could be used to write sentences about each picture. Could also use to name objects in each picture. I like this program although I am not sure if the students would write stories. They probably would write sentences for picture. I think it could also be used to name things in the picture. The students would need some instruction before using the program. Can make own picture, then write story. Could be used for different levels. 4. Program is excellent for designated population, age 6-9, but too high level for the population specified (deaf/blind, multihandicapped, pre-school). Some difficulty getting out of program as save component confusing when listed as only direction on "write" page. ScrantonSSD/PA: Print capabilities were disappointing. NYMONROEBOCES1: My elementary students really liked this program but I see older elementary (8 yrs.) kids getting bored because of the icon limitations. RegionXVESC/TX: This program was fantastic for one of my students. He had developed negative attitudes to "pencil & paper" language stories - yet the computer and Kidwriter allowed him to creatively write fantastic stories. He enjoyed the graphics. This is a good program. NWSpEd/IL: Students were really motivated to use this. No variation in form of problems; always equation, no columns, but can allow ample time for figuring with paper and pencil - can set own response time. BerryhillEl/FL: Kids really enjoyed it. Very flexible, lots of motivation for my boys (grades K-2). GrJunc/CO: After getting through the opening comments it was a great program. Arrowhead2 I would to like to have the option of turning the sound off. GrJunc/CO: I did not think the manual was helpful enough. I would like to see picture choices laid out ahead of time. Stories do not print. SouersJHS/OH: Students were unable to work independently in order to understand commands. Would be more appropriate for students with higher language levels. Edison/MI: Students (K-2) were motivated to write. They did need some assistance.

Kidwriter gold

372.64 P4k 1988 I Queue
IBM 512k color 49.95
English/language arts-writing K-4

Expanded version of Kidwriter. Over 200 images of people, monsters, animals, flowers, dolls, vehicles, furniture and more. Introduces word processing.
2- 5.25 disk; user guide

Kindercomp gold *4.3*

371.39 D3k 1990 I Queue
IBM 64k, color 49.95
early learning/preschool preK-4

Offers eight different games. Gives practice in learning the alphabet, upper and lower case letters, spelling, counting, number sequence, counting by twos, threes, fours etc. and simple addition.

FDLRS +; KDES ++ (Thomas); KSD +; CamdenCC/NJ # (Campbell/Merlino); SWCHI/TX ++; Oceanside/NY ++ (1); ARSD + (1); APSEA/NB3 + (1-2);

High/Scope +; Soft Rept A-;
1- 5.25 disk; user guide

Oceanside/NY: I liked this program. Feedback could be better. It took me a while to realize what it was. Graphics were nice. Good for very young children (preK-1). Great for reinforcement. ARSD: Clear and appropriate. APSEA/NB3: Presents positive feedback for some

children who need some extra reinforcement. Action was too slow - and fairly easy (not challenging enough) for year 2 students. Great for year 1.

Krell's SAT vocabulary builder

428.1 K3 1987 I — Krell
IBM 256k — 69.95
reading-vocabulary — 10-12

Using both tutorial and game formats, this program provides practice in mastering words which are important for tests, course work and job interviews, Allows new words and definitions to be added by the teacher.

Closing the Gap 2-3/93;
3- 5.25 disks; user guide

L

La corrida de toros

468.1 C6 1985 I — Gessler
IBM 256k, color — 29.95
foreign languages-Spanish — 9-adult

Hangman game - Spanish style. Six different topics contain hundreds of words, on two levels of difficulty.
1- 5.25 disk; user guide

La guillotine

448.1 G8 1986 I — Gessler
IBM 256k, color — 29.95
foreign languages-French — 9-adult

French vocabulary review and matching exercises modeled after Hangman.
1- 5.25 disk; user guide

Label express — 4

652.5 L3 1984 I — Rolodex
IBM 128k — 49.00
data base managers — 10-adult

Mail list/label list data base manager.

SpecNeedsLib/MD + (Kaplan);
1- 5.25 disk; user guide; quick ref card

SpecNeedsLib/MD: I was able to use it, but it was a little too difficult for some of the patrons due to their learning disability.

Ladybug

006.6 L3 I (d) — public domain
IBM 128k — 15.00
computers-LOGO — 1-12

LOGO turtle graphics. Shareware-borrower is responsible for paying registration fee.
1- 5.25, 1- 3.5 disks; user guide

Last of the Mohicans/Deerslayer

Fic Coo I — Allegro
IBM 286 or higher 640k w/Windows — 9.95
reading — 9-adult

Books on disk. Two stories written by James Fenimore Cooper.
2- 3.5 disks.

Learn to read in wordland

428.4 L1 1993 I — Optimum
IBM 640k w/high density 3.5 drive, VGA graphics — 29.95
reading-reading readiness — preK-3

A discovery activity p;us four challenging exercises with multiple levels of difficulty appropriate to each learner's individual needs helps children build vocabulary and word recognition skills.
1- 3.5 disk; user guide.

Learn to sign — 3

420.07 B31 1990 I (d) — HCB Computing
IBM 128k color — 15.00
sign language — 2-adult

Tutorial program aimed at teaching manual communication. This release supports fingerspelling and has several signs such as mother, hello, colors, and other common words. Shareware-borrower is responsible for paying registration fee.

HIPLakeview/KS #;
1- 5.25, 1- 3.5 disk; user guide

Life skills: completing applications — 2

428 L54 1989 I — Queue
IBM 128k — 44.95
guidance-career education — 9-adult

Designed for older students reading below grade level. Uses everyday situations as a format for teaching the English language and basic life skills.

OHSD - (6-9); TNSD # (12);
1-5.25 disk; user guide; series overview

Life skills: using a library to find info.

025.56 L54 1989 I — Queue
IBM 128k — 44.95
library skills — 7-adult

Designed for older students reading below grade level. Uses everyday situations as a format for teaching the English language and basic life skills.
2- 5.25 disks; user guide; series overview.

LinkWay

372.6 I 1991 I — IBM
IBM 512k w/mouse, color — 161.00
utilities-authoring — 6-adult

LinkWay is a screen-based hypertext and hypermedia training and information manager that can be used in schools, in business, and at home to teach, train, organize information and create multimedia presentations.
2- 3.5 disks; quick start guide; manual

List and mail plus

652.5 L5 1988 I — Avery
IBM 192k — 79.95
general purpose — 9-adult

Designed to store names and addresses as well as create, sort and print lists. Menu driven with online context sensitive help screens. Stores up to 64,000 addresses. Can be transferred to and from most database and word processing formats.

1- 5.25, 1- 3.5 disks; user guide

LOGOWriter

005.13 L1 1988 I — LCSI
IBM 256k — 199.00
computers-LOGO — K-12

Users can create anything from greeting cards to video games with words, pictures, animation and music. Features include 25 turtle shapes plus a shape editor to create own shapes, easy save features, word processing functions and more.

Closing the Gap 2-3/93; Only the Best;

1- 5.25, 1- 3.5 disks; ref. guide; teacher's manual; 6- activity books; numerous activity cards

M

M-ss-ng l-nks: English editor — 4.5

418 C5mssn 1984 I — Wings/Sunburst
IBM 128k 8088 (PC class) only, no 286, 386 or 486 — 65.00
reading-comprehension skills — 3-adult

User fills in the blanks by making educated guesses based on knowledge of word structure, spelling, grammar, meaning in context, and literary style.

Manhattan/KS + (Scearcy); WISD ++; Covington/VA ++ (9);

Soft Rept A-; Compute 1/85;

1- 5.25, 1- 3.5 disks; user guide

Covington/VA: It reinforces knowledge of word structure, spelling, grammar, and it is flexible enough to accommodate different skill levels.

M-ss-ng l-nks: classics, old & new — 4.5

418 C5mss 1984 I — Wings/Sunburst
IBM 128k 8088 (PC class) only, no 286, 386 or 486 — 65.00
reading-comprehension skills — 7-12

User fills in the blanks by making educated guesses based on knowledge of word structure, spelling, grammar, meaning in context, and literary style.

LJHS + (Vaughan); WISD ++; PostFallsDist/ID ++ (Stoddard); IRS/IL + (Zoelzer);

Creative Comp 5/84 +; Soft Rept A-; Compute 1/85;

1- 5.25, 1- 3.5 disk; teacher's guide

M-ss-ng l-nks: micro encyclopedia — 3.6

418 C5msn 1984 I — Wings/Sunburst
IBM 128k 8088 PCs only, no 286 or higher — 65.00
reading-comprehension skills — 4-8

User fills in the blanks by making educated guesses based on knowledge of word structure, spelling, grammar, meaning in context, and literary style.

LJHS + (Vaughan); PostFallsDist/ID + (Stoddard); LinnBenCC/OR # (Krabhe); WISD ++; NYMONROEBOCES1 + (Reich); ScrantonSSD/PA + (Barrett); PiedmontReg/VA - (Valenzuela); CO.NECBOCES # (Bieber);

Only the Best; Creative Comp 5/84 +; Soft Rept A-; Compute 1/85;

1- 5.25 disk; teacher's guide

LinnBenCC/OR: reading level too advanced for mildly handicapped. NYMONROEBOCES1: Language level is pretty complex - The story content is excellent. PiedmontReg/VA: My students found this software to be difficult and quite frustrating. CO.NECBOCES: Children weren't really excited by this.

M-ss-ng l-nks: young people's literature — 4.1

418 C5m 1983 I — Wings/Sunburst
IBM 128k 8088 (PC class) only, no 286, 386 or 486 — 65.00
reading-comprehension skills — 4-6

User fills in the blanks by making educated guesses based on knowledge of word structure, spelling, grammar, meaning in context, and literary style.

WASSD - (Merlino); NYSD ++ (Spidal); MARQUETTE.ALGERISD ++ (Pontti); WISD ++; Manhattan/KS +; Underwood/NC ++ (Little); BerryhillEl/FL # (Rawls); Covington/VA ++ (Fey); NikkariEl/MI + (gr. 4);

EPIE +; Creative Comp 5/84 +; Soft Rept A-; Compute 1/85;

1- 5.25, 1- 3.5 disks; teacher's guide

Underwood/NC: Gave adequate response time; able to choose number of questions you can make before correct answer appears on screen. Manhattan/KS: The print could have been larger and more space between words. BerryhillEl/FL: My kids (grade 5) got frustrated with this. Covington/VA: Although the concept behind this program is so simple, it does a very nice job of addressing the teaching objective outlined on page 3 of the manual. My students enjoyed the literature and the competition!

Main idea maze

428.4 M1 1987 I — SouthWest EdPsych
IBM 256k — 34.99
reading-comprehension skills — 2-12

Contains 150 reading passages. Allows teacher to customize. Accommodates individual differences and supports multiple skill levels.

Closing the Gap 2-3/93

1- 5.25 disk; user guide

Mark-up
421 M1 1990 I — Research Design
IBM 256k — 49.95
English/language arts-punctuation — 6-adult

Sentence reconstruction program which presents user with four options for the study of grammar. Once chosen, user sees the sentences with the words in alphabetical order. The task is to put the sentence back together with punctuation.

Closing the Gap 2-3/93;
1- 5.25 disk; user guide

Market place 3.4
658.8 M33 1986 I — MECC
IBM 256k — 59.00
social studies-economics — 3-9

Graphically illustrates elementary concepts of economics. Allows user to make and test decisions as he/she controls simulated business ventures.

NYSD + (Spidal); Arey/IA + (Salinas); FSDB ++ (Slater/Moonan); Matheny/NJ -; SWCHI/TX - (adult);

Learning ++;
1- 5.25 disk; teacher's guide

NYSD: So much better than the original programs - The colored graphics add a lot! Arey/IA: My upper primary students enjoyed it. FSDB: Third grade reading level.

MasterType 3.7
652.3 Z9m3 1984 I — Mindscape
IBM 128k — 39.95
business-typing — 2-12

Typing instruction in a game format.

WPASD + (Malmberg); CarlsbadHS/CA + (DeHaan); RiversideCOE/CA ++ (McDaniel); WaukeganHI/IL + (Yepsen); MansonJSH/IA # (Hatchett); CO.NECBOCES ++ (8, 11-12); Miller/KS -- (adult);

Only the Best; Ed Tech 3/83 +; Classrm Comp News 1-2/82 +; InfoWorld 7/6/81 +; Sch Micro Rev W 82 +; NEA +; Soft Rept B+;
1- 5.25 disk; user guide

WaukeganHI/IL: My students (grade 3) were somewhat frustrated with the program due to not knowing the keyboard. I feel more "typing" practice is needed before the games. Also hunting and pecking seemed to bring equal results to them as when they used the proper fingers. MansonJSH/IA: The student was bored with practice session and found the game interesting the first few times. After that, it became boring to her (grade 8). CO.NECBOCES: Fun and high interest. Miller/KS: I could not slow the program down enough for my elementary students to use it.

Mastering the SAT 2
371.26 M3 1983 I (d) — CBS
IBM 128k — 139.95
guidance-aptitude test preparation — 9-12

Self-paced SAT preparation program places emphasis on the principles involved in the test and test-taking strategies.

BrashearHS/PA -- (Cammetti); CamdenCC/NJ # (Indiya);

EPIE -;
4- 5.25 disks; workbook; product catalog

CamdenCC/NJ: It can help students practice for their SAT. It provides strategies on how to take the SAT.

Math blaster 4.1
372.7 E2m 1983 I — Davidson
IBM 128k — 49.95
mathematics-basic skills — 2-6

Contains four learning activities for multiplication, division, subtraction and addition - even percentages, fractions, and decimals. Includes 600 problems.

GallaudetPREP + (Varthakavi); CarlsbadHS/CA + (DeHaan); FDLRS +; CLEARYSD + (Veatch); ALSD + (Harmon); LinnBenCC/OR + (Krabbe); WISD ++; WaukeganHI/IL + (Yepsen); Gallaudet/HI + (Cabral); CentreCon/Can ++ (Blanche); GrJunc/CO + (Dean);

Only the Best; Crseware Rept Card 9/83 +; Math Teach 12/83 +; EPIE; NEA +; InfoWorld 7/11/83 +; Soft Rept A-; Classrm Comp Learn "Best of Decade";
1- 5.25 disk; user guide

ALSD: This is an adequate program but better similar programs are available. WaukeganHI/IL: The game itself is very enjoyable. Gallaudet/HI: Good, but too noisy.

Math for all ages 5
513.2 M16 1989 I — Aquarius
IBM 256k — 350.00
mathematics-basic skills — 6-adult

A tutorial, curriculum-based program where users solve illustrated problems to gain an understanding of mathematics. The programs increase in difficulty as the student's knowledge increases. Includes management system.

ClementsJHS/VA ++ (6);
16- 5.25, 16- 3.5 disks; teacher's guide

ClementsJHS/VA: It contains many different skill levels and each student can use a disk that fits his or her skill level.

Math word problems 3
513.21 M3 1986 I — Optimum
IBM 256k — 39.95
mathematics-word problems — 4-6

Allows teachers to select the right word problems in addition, subtraction, division, and multiplication for their students. Difficulty level can be adjusted. Over 150 math word problems included.

Soft Rept 1987 +;
1- 3.5 disk; user guide.

Mathematics activities III 4.5
513.2 M3 1984 L 3 I — Houghton Mifflin
IBM 128k (not 386 or higher) — 150.00
mathematics-multiple topics — 5-9

A collection of 15 activities on three disks offering a variety of problem solving, estimation, and computation experiences. Includes worksheets.

GallaudetPREP + (Varthakavi); MSSD ++ (9-12); *EPIE* ++; *Alberta* +; *Soft Rept A-*;
3- 5.25 disks; teacher's guide

Mathematics activities IV 4.5
513.2 M3 1983 L 4 I — Houghton Mifflin
IBM 128k (not 386 or higher) — 150.00
mathematics-multiple topics — 5-9

A collection of 15 activities on three disks offering a variety of problem solving, estimation, and computation experiences. Includes worksheets.

GallaudetPREP + (Varthakavi); MSSD ++ (9-12); *EPIE* ++; *Alberta* +; *Soft Rept A-*;
3- 5.25 disks; user guide

Mathematics activities V 3.7
513.2 M3 1984 L 5 I — Houghton Mifflin
IBM 128k (not 386 or higher) — 150.00
mathematics-multiple topics — 5-9

A collection of 15 activities on three disks offering a variety of problem solving, estimation, and computation experiences. Includes worksheets.

GallaudetPREP + (Varthakavi); MSSD ++ (9-12); WVSD: - (Davis); *EPIE* ++; *Alberta* +; *Soft Rept A-*;
3- 5.25 disks; teacher's guide

WVSD: This program is much too sophisticated for my students (Deaf-Jr. High). It would be very difficult for them to find the answers to these problems mentally. There is not enough time allowed to work them on paper. I feel the mode of instruction is inappropriate.

Mathematics activities VI 4.5
513.2 M3 1983 L 6 I — Houghton Mifflin
IBM 128k (not 386 or higher) — 150.00
mathematics-multiple topics — 5-9

A collection of 15 activities on three disks offering a variety of problem solving, estimation, and computation experiences. Includes worksheets.

GallaudetPREP + (Varthakavi); MSSD ++ (9-12); *EPIE* ++; *Alberta* +; *Soft Rept A-*;
3- 5.25 disks; teacher's guide

Mavis Beacon teaches typing 4.5
652.3 M3 1987 I — Software Toolworks
IBM 128k — 50.00
business-typing — 6-adult

Typing tutor with practice drills and games.

SAK/NM + (Klein); TNSD ++ (9-10); *Nibble* 9/88 +;
2- 5.25, 1- 3.5 disks; user guide

SAK/NM: Used by high school students. TNSD: Good typing program!

Mechanics
621.43 G22 1987 I — Aquarius
IBM 256k — 1,495.00
industrial arts-auto mech. — 9-adult

Each lesson is comprised of passages taken from vocational/technical textbooks. These programs combine graphics and a lowered reading level to allow students with reading difficulties to meet course objectives.
22- 5.25, 22- 3.5 disks; instructor's guide

Mechanics cluster
629.04 M32 1987 I — Aquarius
IBM 256k — 725.00
industrial arts-auto mech. — 9-adult

Part of the Vocational Survival Words series that teach students a vocabulary of technical terms. Lessons are designed to be used independently.
32- 5.25, 32- 3.5 disks; instructor's guide

Melissa's music flashcards
781.07 J6m 1991 I (d) — Fischer Grafix
IBM 128k ega — 20.00
music — 4-adult

This program was written to help kids learn the notes and keys of the music staff for piano lessons. The use of this program requires some knowledge of music, such as what a note is. Shareware-borrower is responsible for paying registration fee.
1- 5.25, 1- 3.5 disks; user guide

Metal trades
693.7 W18 1988 I — Aquarius
IBM 256k — 1,049.00
industrial arts-metalworking — 9-adult

Designed to introduce the fundamental concepts of the metalworking trades. A detailed teacher's guide with worksheets accompanies each section.
18- 5.25, 18- 3.5 disks; instructor's guide

Micro-interpreter I 3.8
371.9 M5 1984 I — E&IS
IBM 128k — 49.95
sign language — 1-adult

Designed to help teach American Sign Language (ASL). Useful as an introduction to ASL or for improving fingerspelling and receptive skills.

MSSD # (9-adult); STMARYSSD ++ (Russell); LincolnEl/KS + (Spicer); CarlsbadHS/CA ++ (Gaitan); ORSSD + (Cruscial); MARQUETTE.ALGER-ISD ++ (Laughna); Sunnyside/WA - (1-6); ChulaVistaJHS/CA + (Moran); DouglasTilden/CA + (McGrath) SanDiegoK-12/CA ++ (Lange); SpecNeedsLib/MD ++ (Kaplan); EISA/Mex ++ (Llano); Wes-

thillHS/NY - (DeBenedetto); EscanabaHS/MI ++ (Miller); INSD - (1-3) ConcordHS/CA # (adult); MOSD + (K-2); AGBell/OH +; ForsthyeCtrD/NC - (adult); ILSU/IL - (postsecondary);

Ed Tech 2/86 p.51 +; Bklst 1/1/85 p.658 +;

1- 5.25 disk; user guide

MARQUETTE.ALGERISD: The students showed positive response and has increased their spelling and vocabulary skills. Sunnyside/WA: Not very complete instructions or lessons to work with. ChulaVistaJHS/CA: Error on symbol for "F". SpecNeedsLib/MD: We order this program. It's great for people who have lost their hearing later in life and want to learn fingerspelling. EISA/Mex: Better if compiled version provided. WesthillHS/NY: Does not seem to fill instructional needs for program. Clarity of some graphics leaves much to be desired. EscanabaHS/MI: Good way to practice spelling of vocabulary words and receptive fingerspelling skills. Wish there was a way to print out fingerspelled letters also. INSD: There is no way to correct errors unless the teacher does so. I used this to drill spelling words and had problems trying to start the program on some computers. Sometimes it also stopped in the middle of the program. ConcordHS/CA: We find that Fingerspeller and Fingernumbers are superior programs. Clearer graphics and possibility of advanced speed. ForsthyeCtrD/NC: It does not provide user control of the face Animation works too fast on 386 or 486 systems. ILSU/IL: This program needs work to clear up visual problems.

Micro-interpreter III (elem. signer) 2.6

420.07 T6m 1985 I — E&IS
IBM 256k, color, 2 drives, DOS 3+ — 79.95
sign language — 6-adult

Introduces ASL with over 1500 easy to learn signs specifically selected for children. Menu driven. Function keys control speed of animation.

MOSD + (Davis); HamiltonDist/OH - (Baumann); MiltonEl/VT - (Bensinger); EISA/Mex + (Llano); KSU.SPED -; LakelandAEA/IA # (Wethor); BerryhillEl/FL - (Rawls); Covington/VA ++ (Fey); KLC/MA -- (Wasserman); SWCHI/TX # (3); StoneCo/MS - (7-9); ForsthyeCtrD/NC - (adult); ILSU/IL - (posetsec.); RinconEl/GA - (2);

Closing the Gap 2-3/88 +;

1- 5.25, 1- 3.5 disk; user guide.

MOSD: Runs very fast on PS/2 Model 50 (even in slow mode). Very good variety of activities - good sign language program. EISA/Mex: Good starting program for deaf children. HamiltonDist/OH: I don't feel it is a valuable tool for the deaf. MiltonEl/VT: Good graphics for sign modeling but limited vocabulary. BerryhillEl/FL: My kids didn't like the graphics. Too difficult. Isn't there a better way to do graphics? Maybe on a CD so it won't take up so much room? Covington/VA: Excellent program. Everyone who used it found it very enjoyable. Program met instructional objectives. KLC/MA: A person could not use this program without prior sign language experience. The graphics weren't clear and the speed was too fast. They should have introduced one sign, then given a review. ForsthyeCtrD/NC: It does not provide user control of the face Animation works too fast on 386 or 486 systems. ILSU/IL: The idea is good but the graphics are bad. The hands and body should be different colors. RinconEl/GA: Too fast for students even on slowest speed and can not add our words to the list. Their word list leaves out many common words students learn first.

Microcomputer activities for office procedures

651.84 I — South-Western
IBM 64k — 59.50
business — 9-12

Stand alone software for helping students become competent users of the microcomputer in an office setting. Records management, data entry etc.

1- 5.25 disk; teacher's guide; student workbook

Mindreader

651.74 M5 1984 I (d) — Businessoft
IBM 128k — 65.00
word processors — 9-adult

Word processor designed for business people and/or users who cannot type well. Incorporates artificial intelligence features.

PC Mag + 1/86; InfoWorld + 9/85;

1- 5.25 disk; user guide

Miner's cave 3.5

627.811 M5 1991 I — MECC
IBM 512k — 59.00
science-basic skills — 3-6

Simulations for users to experiment with a variety of simple machines in different spatial environments.

KLC/MA + (6,8); ARSD # (6-8);

Sch Lib J 1/89 +;

2- 5.25, 1 3.5 disks; teacher's guide

KLC/MA: The worksheets were very helpf. '. "Master Miner" was challenging and fun. My students (gr. 6, 8) needed assistance even though it is recommended for grades 3-6. I don't think a 3rd, 4th or 5th grader could do it. ARSD: Too difficult for desired target group.

Modern writing skills

808.04 M6 1988 I — Aquarius
IBM 256k — 270.00
English/language arts-writing — 9-16

Designed to help users learn a structured writing process that will enable them to write a coherent, unified five-paragraph essay. Famous literary works are used as text so that users can apply this instruction to their classwork.

6- 5.25, 6- 3.5 disks; teacher's guide

Monty plays scrabble 4
793.7 M67 1984 I (d) Ritam Corp.
IBM 64k 39.95
English/language arts-spelling 9-16

Computerized scrabble opponent. Up to 3 persons may play.

MSSD + (9-12); MT.MSDB + (Schwabe/Gillis); WASSD + (Merlino); ORSSD # (Cruscial); PostFallsDist/ID + (Stoddard); BrashearHS/PA ++ (Cametti) LouisaHS/VA ++ (Meadows); WISD #; MansonJSH/IA + (Hatchett);

Family Comp 3/85 +;
1- 5.25 disk; user guide

BrashearHS/PA: Disadvantage: cannot easily hide your letter from other human player! MansonJSH/IA: It motivated the kids (grades 8-10) to get other work done when offered on a reward basis. Needs a spell checker. Monty and Kids could use "words" that were not really words.

Mystery matter 4
530.4 M98 1991 I MECC
IBM 512k 59.00
science-chemistry 3-8

Simulation that allows students to use a variety of tools to test unknown matter for certain physical and chemical characteristics.

KLC/MA + (6, 8);

Media & Methods + 5-6/89 p72;
1- 5.25, 1- 3.5 disks; teacher's guide

KLC/MA: Great graphics! Worksheets were very helpful as the students needed assistance with this program.

N

Newsmaster 3
006.68 N4 1986 I (d) Unison World
IBM 256K 99.95
desktop publishing 8-adult

Simple to use desktop publisher. Allows user to publish newsletters, ads, brochures, schedules, etc.

OHSD # (6-9);
2- 5.25 disks; user guide

Newsroom 3.1
070.17 N4 1984 I Queue
IBM 256k, color 59.95
desktop publishing 7-12

Uses the computer to design newspapers, from pictures to text. Includes supplemental disk "Clip art v.1".

MSSD + (9-12); COSDB + (Fleharty); BrashearHS/PA # (Cametti); NWNazareneC/ID - (Drahn); SpecNeedsLib/MD - (Kaplan); WISD +; PortsmouthHS/NH #;

Soft Rept A; Classrm Comp Learn 9/85 +; Comp Teach 8-9/85 +; Only the Best; Nibble 3/86 +
3- 5.25 disks; product catalog; user guide; ref sheet

COSDB: Fun way to do letters, news letters, etc. BrashearHS/PA: Found this too complex and did not like the use of unorthodox keys or combinations for standard operations. NWNazareneC/ID: Too complex. Kids love the graphics, however (elem./Jr. High). SpecNeedsLib/MD: Program was difficult to use. The directions were unclear and we were never able to create anything.

Newsroom pro
070.17 N49 1988 I Queue
IBM 256k, color 39.95
desktop publishing 7-12

Allows users to create newsletters, fliers, etc. Includes over 2,000 pieces of clip art. User has complete control of all design elements. More sophisticated than Newsroom.

1988 Ed Soft Preview Guide +; Alberta 12/86 +;
4- 5.25, 2- 3.5 disks; product catalog; guide; ref. sheet

O

One key calculator 4
513.2 O5 1984 I (d) Power Up
IBM 16k, color 19.95
utilities 6-adult

Pop up resident calculator.

KDES + (Simpson);
1- 5.25 disk; user guide

KDES: These types of programs (utilities) are useful.

One key timekeeper
658.409 O5 1985 I (d) Power Up
IBM 16k 9.95
utilities 7-adult

Pop up resident timer, scheduler, calendar.

1- 5.25 disk; user guide

1-2-3 digit multiplication
513.2 O53 I Queue
IBM 64k 29.95
mathematics-multiplication/division 2-6

All problems are generated randomly so that a different set of problems will be presented each time the program is run.

1- 5.25 disk; user guide

One world: countries database 1
910 O5 1985 I (d) Active Learning
IBM 64k 148.00
social studies-organizing info. 6-12

Designed to increase user's skills in organizing and understanding many forms of data such as commerce, politics, topography, etc. Can be updated.

KLC/MA -- (6, 8);

Only the Best; Bk Rept 5-6/86 +; Chime Newsletter 11-12/85; Population Today 5/86 +; Comps in Ed 9/86 +;
1- 5.25 disk; user guide

KLC/MA: Too difficult to use. Students could not operate without complete supervision. The information is outdated.

Oregon trail — 4.4

979.5 O8 1991 I — MECC
IBM 512k — 59.00
social studies-decision making/values — 5-adult

Users pretend to be easterners preparing to head west. They make decisions on what to bring, when to leave, how to ration, etc.

WISD +; KLC/MA ++ (Wasserman); ClementsJHS/VA + (6-9); UWay/FL + (8); CibolaHS/AZ + (9-12);

Only the Best; Classrm Comp Learn 10/86 + & "Best of the Decade 5-6/90;
2- 5.25, 1- 3.5 disks; user guide

KLC/MA: A super program! It's excellent for: history, decision-making skills, and reading comprehension. The graphics were excellent and the supplemental materials were superb. ClementsJHS/VA: The kids (grades 6-9) loved it! CibolaHS/AZ: This is a good program to help with decision making skills.

Other side — 4

327 S6 1986 I — Tom Snyder
IBM 128k — 69.95
social studies-decision making/values — 7-adult

Helps users understand global conflict. Simulation involves two nations that must decide whether to work toward common goal or seek best solution for selves.

KSU.SPED + (Seeger);
Only the Best; inCider 1/86 +;
1- 5.25 disk; user guide

KSU.SPED: Fun, interesting, informative, thought-provoking, but the directions were not clear.

P

PC tools deluxe ver. VI

005.43 P6 1990 I — Central Point
IBM 512k, hard disk — 179.00
utilities — 10-adult

A powerful collection of data recovery, hard-disk backup, DOS shell, and desktop manager programs.
6- 5.25, 3- 3.5 disks; 3 user guides

PC Globe III — 2

912 P3 1989 I — PC Globe
IBM 512k — 69.95
social studies-geography — 4-adult

Menu driven computerized atlas that provides instant profiles of 177 countries. Maps, graphic charts, facts and figures are all available.

OHSD - (9-12);
5- 5.25 disks; user guide

OHSD: The vocabulary is difficult but the content is good.

PC USA

912 P38 1990 I — PC Globe
IBM 512k, color or Hercules graphics — 69.95
social studies-geography — 4-adult

An electronic atlas that provides detailed maps, graphics, facts and figures of all 50 states and Puerto Rico. Must be configured to user's computer.

Only the Best; Media & Methods May/June 1990 ++;
3- 5.25, 2- 3.5 disks; user guide

PC desk — 5

651.3 P3 1986 I (d) — Software Studios
IBM 64k — 49.00
utilities — 10-adult

Maintains a very large array of names, addresses, and associated data available on a pop up screen.

NWNazareneC/ID ++ (Drahn);
1- 5.25 disk; user guide

NWNazareneC/ID: Very useful to assist instructors in using computers for organization of instruction. Limited application for students except those entering fields using computers extensively.

PC dial — 4

621.38 P3 1984 I — ButtonWare
IBM 128k — 29.00
telecommunications — 12-adult

Telecommunications software. Must be used with a modem. Shareware - may be copied. User is responsible for giving donation to author.

RedRiverCC/Can + (Leslie);
1- 5.25 disk; user guide

RedRiverCC/Can: Have other programs on College network that are more integrated to student's course work. User must be very familiar with computers and vocabulary, otherwise progress is difficult on his/her own.

PC fingers — 2.6

419 P3 1984 I (d) — Midwest Health
IBM 128k — 39.95
sign language — 7-adult

Aids in the teaching of the American Manual Alphabet for beginners. Useful as an automated drill and practice to improve speed of reading fingerspelling.

MSSD # (Val); DSLS - (Douglas); BonnerEl/MN # (Grefe); NWNazareneC/ID - (Tharpe); MOSD # (Davis); HIPLakeview/KS -; ForsthyeCtrD/NC - (adult);
1- 5.25 disk; user guide; brochure

BonnerEl/MN: I think the fingerspeller for Apple computers is more accurate in its hand formations.

Some of the letters were difficult to distinguish between, i.e. O and E. I would like to be able to type in practice words and phrases without having to type it immediately before it's spelled since you can't really practice that way. The words are right there to read. Practice lists should be put in memory so they can be run the same as the other lists. NWNazareneC/ID: Extremely poor graphics; unreadable handshapes; poor perspective. MOSD: OK but didn't offer much. Slightly hard to read. HIPLakeview/KS: The program was too fast even in the slow mode.

PC plus 5

004.16 P3 1984 I (d) QED
IBM 128k 59.95
computers-literacy 10-adult

Describes with lessons and hands-on exercises, the IBM PC hardware and how it works; software and what it is; the keyboard etc.

MSSD ++ (9-12)
PC Week 3/19/85 p.61-62 +;
1- 5.25 disk; user guide

PC-calc

657 P3 1984 I ButtonWare
IBM 128k 48.00
spreadsheets 12-adult

Easy to use spreadsheet. Shareware - may be copied. User is responsible for donation to author.
1- 5.25 disk; user guide

PC-file III

005.74 P3 1984 I ButtonWare
IBM 416k 89.95
data base managers 9-adult

General purpose data manager which can create and maintain files and create simple reports. Shareware - may be copied. User responsible for donation.
1- 5.25 disk; user guide

PC-graph

005.74 P33 1984 I ButtonWare
IBM 128k 47.00
utilities-graphics 12-adult

Allows user to plot report files and data files which have been created with PC File. Shareware - may be copied. User is responsible for donation.
1- 5.25 disk; user guide

PC-quizzer/PC-quizzer+

371.334 P3 1989 I Data Assist
IBM 384k, color 99.00
utilities-drill/test generators adult

Permits user to create lessons and quizzes without the requirement to learn a programming language.
2- 5.25, 1- 3.5 disks; user guide

PC-write III

652.7 W6p 1985 I Starlite
IBM 128k 10.00
word processors 9-adult

Generic word processor. Shareware - may be copied. User is responsible for donation to author.

Family Comp 4/85 +
3- 5.25 disks;

PFS: file 4

025.04 S3 1984 I Software Pub.
IBM 256k 117.80
data base managers 9-16

Curriculum and lesson plans built around this well-known data base manager.

MSSD + (9-12); NTID # (Russell); SILACLD ++ (Ross);
Soft Rept +;
2- 5.25 disks; teacher's guide

NTID: Sequence of lessons questionable. Gathering data for file and designing a file don't occur until lesson 8 and 9. Should occur earlier. Troubleshooting problems difficult. Deleting records and then re-sequencing record numbers difficult.

PFS: first publisher 4

686.225 P4 1988 I Queue
IBM 512k, 2 drives, mouse recommended 324.00
desktop publishing 7-adult

Easy to use but powerful desktop publisher for newsletters, fliers, reports, etc. Accepts scanned images, imports text from word processors. Five art disks.

MSSD + (9-12);
Compute 7/89 p83-85+; PC Mag 2/27/90 p137, 139, 142 #; Publish! 1/90 #;
12- 5.25 disks; user guide

MSSD: Versatile program that is fun and useful. Includes a lot of art. Manual has a good tutorial and after a couple of hours, it becomes very easy to use. Includes a program that allows user to capture screen images from other programs and then put them into PFS: First Publisher. Intermediate school kids at KDES are using this.

PFS: plan 4

652.5 P477 1984 I (d) Software Pub.
IBM 128k 140.00
spreadsheets 9-adult

Electronic spreadsheet designed for fast development of budgets, forecasts, balance sheets and other planning models. Part of PFS: series.

MSSD + (Ruffin); IRS/IL + (Underwood);
1- 5.25 disk; user guide

IRS/IL: PFS: Plan is good for beginners that do not have access to Lotus.

PFS: professional plan

005.3 P8 1987 I — Software Pub
IBM 512k w/2 drives or hard disk — 229.00
spreadsheets — 9-adult

Lotus-compatible spreadsheet. Allows user to build, audit and analyze spreadsheets. Designed for those who need a fast and intuitive program. User can create graphs and charts.
2- 5.25, 1- 3.5 disks; user guide

PFS: report — 4.3

652.7 P3p 1984 I (d) — Software Pub.
IBM 128k — 117.80
data base managers-report generators — 9-16

Scholastic's version of the popular report generator. Contains detailed documentation written for beginners and experienced users alike.

MSSD + (9-12); NTID # (Russell); SILACLD ++ (Ross); WISD ++;

Soft Rept A;
2- 5.25 disks; teacher's guide

NTID: PFS is sometimes a cumbersome program to use, with inherent frustrating problems (like numbering records after deleting a record). Troubleshooting problems is difficult and correcting them is tedious.

PFS: write — 4.3

652.5 S3 1984 I — Queue
IBM 256k — 148.45
word processors — 7-12

Word processor with accompanying curriculum guide and activities.

MSSD + (Ruffin); WISD ++; RegionXVESC/TX + (Kelly);

Soft Rept +;
2- 5.25 disks; teacher's guide

PFS: write ver. II

652.3 P4 1991 I — Queue
IBM 640k — 60.00
word processors — 9-adult

"WYSIWIG" DOS word processor. Includes clip art, scalable fonts, spell checker and thesaurus.
5- 5.25, 3- 3.5 disks; user guide; 5 manuals; dictionary

Path tactics — 4.4

513 P3 1986 I — MECC
IBM 256k — 59.00
mathematics-basic skills — K-6

Users playing alone or with friends move robots along a racetrack by solving counting, addition, subtraction, multiplication and division problems.

MiltonEl/VT + (Rideout); BerryhillEl/FL ++ (Rawls); WaukeganHI/IL ++ (Yepsen); KLC/MA ++ (Wasserman); NikkariEl/MI + (preK-1); INSD ++ (1-5); StoneCo/MS + (6-7); HarbourEl/Can + (K-2); APSEA/NB2 + (5);

Only the Best; High/Scope +;
1- 5.25 disk; teacher's guide

MiltonEl/VT: Not flexible in limiting response to a lower level of ability. BerryhillEl/FL: Great price. Great, flexible program. Kids loved it (grades K-5). WaukeganHI/IL: The program adds use of strategy to math skills. The students loved it! KLC/MA: This is a super game! The kids (grades 5, 7) and teachers loved playing it. It is excellent for teaching individual differences. NikkariEl/MI: Great program for motivating students. INSD: An excellent program. I want to run right out and buy it! I used it with all students from the lowest functioning special needs kids to the high level 5th graders! I particularly like the program for developing thinking skills. HarbourEl/Can: The children (grades K-2) needed to use different strategies in addition to successfully answering number sentences. They really enjoyed the games. Not as useful for the Kindergarten level. APSEA/NB2: Motivating program at an appropriate level (used with grade 5).

Per:form

006.676 P4 1989 I — Delrina
IBM 640k, mouse recommended — 259.95
utilities — adult

Form design and processing program.

InfoWorld 6/26/89 +;
8- 5.25, 4- 3.5 disks; user guide

Perfect score: computer prep. for the SAT

371.26 P4 1984 I — MediaTech
IBM 128k, color — 69.95
guidance-testing — 10-12

SAT preparation program that offers: Two timed tests to simulate the real exam; test taking exercises; strategies; full preparation for written English.

Ed Tech 5/85 +;
6- 5.25 disks; user guide

Personal consumerism (Survival skills series)

640.73 P8 1987 I — Aquarius
IBM 256k — 395.00
home economics-consumerism — 9-adult

A vocabulary section introduces each program to familiarize the user with the subject covered. Covers: buying a used car; reading ads; consumerism; fraud; laws; labels; shopping and more. Fifth grade reading level.
8- 5.25, 8-3.5 disks; teacher's guide

Personal finance (Survival skills series) — 4

640.73 P5 1989 I — Aquarius
IBM 256k — 185.00
home economics-consumerism — 9-adult

A vocabulary section introduces each program to familiarize the user with the subject covered. Covers: how

to buy a car, money, interest, insurance, and credit. Fifth grade reading level.

Miller/KS + (10);
5- 5.25, 5- 3.5 disks; teacher's guide

Miller/KS: Fifth grade reading level is too high for any of the students I worked with (grade 10). The information is good and the comprehension questions are excellent. They are presented as multiple choice questions and the student is required to re-read a paragraph if he answers incorrectly.

Personal lawyer

346 P4 1990 I — BLOC
IBM 256k — 49.95
business — 12-adult

Uses pre-designed formats to allow user to quickly prepare enforceable legal documents for everyday situations. It employs a question and answer method to gather specifics for the document. It then writes the document.
1- 5.25, 1- 3.5 disks; user guide

Petersen's college selection service (2 year) 5

378.73 P47 1991 I — Petersen's
IBM 256k — 109.00
guidance-college information — 9-12

Menu-driven guide to colleges that can be used by students independently or with help from a counselor.

PortByronMS/NY ++ (10);
Only the Best; Media & Methods May/June 1990 ++;
2- 5.25, 1- 3.5 disks; user guide; college guide

PortByronMS/NY: Career Planning needs this resource.

Petersen's college selection service (4 year) 5

378.73 P4 1991 I — Petersen's
IBM 256k — 159.00
guidance-college information — 9-12

Menu-driven guide to colleges that can be used by students independently or with help from a counselor.

LakeDrSchHI/NJ ++ (postsecondary); PortByronMS/NY ++ (7-11);
Only the Best; Media & Methods May/June 1990 ++;
2- 5.25, 1- 3.5 disks; user guide; college guide

LakeDrSchHI/NJ: Wonderful way for kids to easily check into colleges. The feature that lets you print out letters of inquiry is a great time saver. PortByronMS/NY: It is extremely useful and allows for career planning.

Physics solution

621.01 P1 1992 I — Compass
IBM 512k w/graphics card — 85.00
science-physics — 9-adult

Toolbox program written for high school and college non-physics majors. Helps teachers prepare lessons and grade students' assignments. Includes calculator, formula finder, handbook, plotter and a vector operator. Covers mechanics, vibrations and waves.
1- 5.25, 1- 3.5 disks; user guide

Picture perfect 3

372.5 P5 1984 I — Mindplay
IBM 128k, color, joystick — 49.99
utilities-graphics — preK-adult

Enables users to draw pictures using a 72 picture library. Grow or shrink the picture selected by moving joystick or mouse. Introduces word processing.

DCSHospSch/NC # (preK.);
High/Scope +; *Only the Best; Bklst 7/85* +;
1- 5.25 disk; user guide

Picture puzzles 3.8

372.6 P5 1984 I — Data Command
IBM 64k — 69.95
utilities-drill/test generators — K-6

Creates a full color picture puzzle on screen, piece by piece as users respond correctly to learning activities authored into the program by teachers.

CLEARYSD ++ (Veatch); WVSD + (Wysopal); MOSD ++ (Davis); LakeDrSchHI/NJ # (Cheskin); Arey/IA + (Salinas); EISA/Mex # (Llano); CamdenCC/NJ - (Campbell/Merlino); KLC/MA + (Wasserman); BerryhillEl/FL + (3-5);
2- 5.25 disks; user guide

WVSD: Program should be self booting. Excellent program as a review tool for most any subject area. As is set-up, the program is good for a normal elementary student. Deaf students would have trouble with reading and understanding the directions. But the option for the teacher to write the directions and questions for any subject makes the program limitless. Main problems are that it is not self booting which requires a lot of time on the IBM. Also, the student would become familiar with the questions quickly. Our students really enjoyed this program (high school). Several teachers made their own data disks to go with it. LakeDrSchHI/NJ: Although you can author unlimited types of questions, there are only a few different puzzles and they appear randomly - so even if child has different questions, he might keep uncovering the same puzzle - thus losing the motivation. Arey/IA: Visual reinforcement of creating a picture with appropriate responses was very motivating for my students (primary). Very flexible. KLC/MA: My students (grades 5, 7) enjoyed uncovering the pictures. There is a good variety of lessons and the language level is very appropriate. BerryhillEl/FL: Great skill teaching in a fun format.

Pond 3.9

153.43 P6 1983 I — Wings/Sunburst
IBM 128k 8088 (PC class) only, no 286, 386 or 486 — 65.00
logic/problem solving — 2-12

Helps user to discover patterns, generalize from available data and think logically.

CEC '83 +; MT.MSDB ++ (Gillis); CLEARYSD ++ (Veatch); SouthEl/IA + (Skibsted); SpecNeedsLib/MD + (Kaplan); PostFallsDist/ID # (Stoddard); Arey/IA + (Salinas); ElmCreekLib/KS + (Robinson); RedRiverCC/Can - (Leslie); StRitaSD/OH - (Dinnesen); WaukeganHI/IL ++ (Degman); Robarts/Can ++ (Foster); CO.NECBOCES + (gr. 1-2,5);

EPIE; Learning Best of the Year;

1- 5.25, 1- 3.5 disks; teacher's guide

SpecNeedsLib/MD: I found that the people I worked with had a hard time memorizing the pattern. They needed to write it down and those that could not were frustrated and had to constantly use the help keys. PostFallsDist/ID: Too simple for 10th grade. StRitaSD/OH: This program presents a real challenge to someone not expecting the kinds of solutions that are required. Probably the math classes only need to try it. Arey/IA: My students liked this one and did well after they caught on. (primary). RedRiverCC/Can: Too elementary for target population (college prep) - hard to boot on Zenith (IBM compatible). Robarts/Can: Please consider that my "excellent markings are in response to a very select group of hearing impaired students. Perhaps other populations of HI students students wouldn't have responded so well and eagerly. NE.COBOCES: Not enough of my children would make use of this.

Pow, zap, ker-plunk! (comic book maker plus) 4

741.5 P6 1991 I — Queue
IBM 512k — 59.95
English/language arts-basic skills — 1-8

A creative writing program which allows user to design and publish their own comic books.

ConnSENSE +; GrJunc/CO + (6-8);

Only the Best;

3- 5.25 disks; guide; art guide;

GrJunc/CO: The kids seem to be more patient than I when it comes to poor directions.

Pregnancy and you 3.5

612.63 P73 1985 I — Queue
IBM 64k — 59.95
health-hygiene — 9-14

Covers pregnancy, prenatal care, diet, first checkup, weight gain and nursing.

MSSD - (9-12); HES + (May); LuzerneIU18/PA ++ (Omacht/Wintermute); RegionXVESC/TX # (Beckhan);

1- 5.25 disk; user's guide; product catalog

LuzerneIU18/PA: Great for reinforcement to understanding reproductive system. RegionXVESC/TX: Expensive for what it does - text books do the same thing cheaper.

Present it! 4

006.676 P7 1987 I (d) — Power Up
IBM 256k — 69.95
utilities-graphics — 9-adult

Graphics utility for creating and editing materials for presentations. Includes pre-designed forms designed to simplify the making overheads, titles sheets, word charts, reports, etc. Works with dot matrix and laser printers.

BerryhillEl/FL + (adult);

1- 5.25, 1- 3.5 disks; user card

BerryhillEl/FL: Recommend for purchase? It is hard to say. It seems like all the other programs out there.

Primary editor

372.623 P8 1985 I (d) — IBM
IBM 128k — 50.00
word processors — preK-3

Easy to use word processor with keyboard tutorial.

2- 5.25 disks; user guide

Print master 4.5

686.2 P7 1985 I (d) — Unison World
IBM 128k — 59.95
utilities-graphics — 7-adult

Graphics program which allows user to create and print banners, stationary greeting cards, signs, etc. No programming necessary.

MSSD + (9-12); SILACLD ++ (Ross);

1- 5.25 disk; user guide; trouble shooting list; product brochure

Print master plus 4.5

686.2 P8 1989 I — Unison World
IBM 128k — 59.95
utilities-graphics — 7-adult

Graphics program which allows user to create and print banners, stationary greeting cards, signs, etc. No programming necessary.

MSSD + (9-12); SILACLD ++ (Ross);

1- 5.25, 1- 3.5 disks; user guide

Print shop (new) 4.4

686.2 B3p 1989 I — Broderbund
IBM 512k — 59.95
utilities-graphics — 5-adult

Graphics program that allows user to create and print signs, fliers, stationary, banners, cards, etc. Menu driven. Color option. Hi-res.

MSSD + (9-12); FDLRS +; BonnerCoSch-Dist82/ID ++ (Selle); MOSD + (Davis); WISD ++; KLC/MA ++ (Wasserman); MansonEl/IA + (K-5); ADEPT/TX + (1-2);

A+ 12/87 ++; NEA +; Only the Best; Classrm Comp Learn "Best of the Decade" 5-6/90; Compute 3/85 +; Nibble 3/86 +; Media & Methods Awards 1990;

3- 5.25 disks; user guide

KLC/MA: Students liked being able to make banners and cards. They liked the variety of pictures, graphics and lettering. ADEPT/TX: The students in my class (gr. 1-2) loved making greeting cards and calendars. The greeting cards helped with writing skills in creating verses and thank you notes. They needed adult supervision while using this software. Older students could very easily use this by themselves.

Print shop deluxe

686.2 B3 1992 I — Broderbund
IBM 1meg, VGA, HD drive, hard disk, DOS 3.0 or higher — 79.95
utilities-graphics — 5-adult

New version of Print Shop with object-oriented graphics, scalable fonts, text heading effects, layouts which direct user where to place text and graphics, text and headlines, and new graphics types (row and column shaped graphics).
3- 5.25 disks; reference manual, graphics reference, sample paper.

Private tutor w/vocabulary building skills

372.623 P85 1984 I (d) — IBM
IBM 128k — 50.00
utilities-authoring — K-16

Learning system that allows user to take lessons which are pre-packaged or user can write courses with authoring program.
3- 5.25 disks; 2 user guides.

Proteus: a pre-writing tool — 2.3

808 P7 1985 I — Research Design
IBM 256k — 69.95
English/language arts-writing — 7-12

Useful for organizing thoughts and concepts prior to writing. Designed to unlock the flow of words, it consists of five ways to organize thoughts.

MSSD # (9-12); COSDB # (Fleharty); CamdenCC/NJ -- (Indiya);

Elect Learn 9/85 ++; Family Comp #; Commodore Micro 3-4/86 +; Only the Best 1989;
1- 5.25 disk; user guide

COSDB: Not useful. CamdenCC/NJ: It is not useful to the students and the directions are not clear.

Public domain software on file — 4

005.3 P8 1989 I — Facts on File
IBM varies — 195.00
general purpose — K-adult

Approximately 200 programs debugged and edited by Public Domain Research. Includes, education, business, games, utilities, home management, etc. May be copied.

ADEPT/TX + (1);
12- 5.25 disks; user guide

Publish-it! — 4

686.225 P8 1988 I — Timeworks Platinum
IBM 512k, 2 drives — 99.95
desktop publishing — 10-adult

Full featured, fully integrated desktop publishing program with word processing, page layout and graphics. Requires at least one hour to learn.

NWNazareneC/ID + (post);

Compute 6/88 #; Family & Home-Office 6/88 #; inCider 4/88 +; InfoWorld 12/19/88 p54 +; Personal Comp 11/88 p260 +; Publish! 10/88 p98-102 +;
4- 3.5, 8- 5.25 disks; user guide

NWNazareneC/ID: Great for student newspapers, document preparation, other DTP applications. The claim of 1 hour training for basic operations is accurate. The graphic drawing component is somewhat limited. Rotation of text is not possible.

Punctuation put-on: elementary — 4

421 P4pum 1985 I — Wings
IBM 128k — 75.00
English/language arts-punctuation — 3-9

Users are placed in the position of a writer making judgments about how punctuation marks enhance dialogue, narrative, poetry etc.

LJHS + (Vaughan); NWSpEd/IL # (Klusmeyer); KLC/MA ++ (Wasserman);
2- 5.25 disks; user guide

NWSpEd/IL: Some figurative language that took time to explain before getting practice with punctuation. KLC/MA: Supports exercises in language, vocabulary and English.

Pyxel visuals

371.33 P9 1985 I (d) — Pyxel Appl.
IBM 128k — 98.00
utilities — 13-adult

This is a text charting package. It allows user to design text based presentations interactively on the screen.
1- 5.25 disk; user guide

Q

Quatro

005.329 Q4 1987 I — Borland
IBM 512k — 149.95
spreadsheets — 11-adult

A high-performance spreadsheet with database, business graphics and application development environment all in one package. File and macro level compatibility with Lotus 1-2-3 (2.01). Postscript support. Data compression for large worksheets.
4- 5.25, 2- 3.5 disks; 2 user guides; ref. card.

Quick schedule — 3

006.68 Q8 1986 I — Power Up
IBM 384k, color — 84.95

utilities 9-adult
Utility for generating schedules.
ARSD # (adult);
1- 5.25 disk; user guide

Quickpro+ III

005.75 Q5 1989 I (d) ICR Future Soft
IBM 256k 29.50
computers-programming adult
Authoring software that writes programs in BASIC.
2- 5.25, 1- 3.5 disks; user guide

R

Race car 'rithmetic 4.4

513.2 R3 1983 I Unicorn
IBM 64k, color 39.95
mathematics-basic skills K-8
An interactive math game that one to four users can play together. Each selects his own basic math function, difficulty level and timer option for race.
MT.MSDB ++ (Schwabe); TaftMS/OK ++ (Andrus); Sunnyside/WA # (1-6); WASSD ++ (Randall); WVSD ++ (Davis/Kusti); DRDSD + (Dunbar); ALSD + (Elston); MaplewoodEl/IN ++ (Kingsbury); WaukeganHI/IL ++ (Yepsen); FSDB + (Darland/Garrett); Arey/IA + (Salinas); SpecNeedsLib/MD + (Kaplan); Underwood/NC ++ (Cody); NWSpEd/IL ++ (Klusmeyer); MillburnDay/NJ ++ (Bradway); BerryhillEl/FL + (Rawls); NikkariEl/MI # (Cordes); GrJunc/CO + (Dean); Arrowhead2 ++ (gr. 3);
EPIE +;
1- 5.25 disk; instruction card; product catalog
WVSD: 1. This program is easy to understand and lots of fun. The number keys, spacebar, return, and ESC keys are used. 1 to 4 players - from child to adult. Can be used for remediation and acceleration. It includes motivational rewards. This program can be used as a tool in helping improve math skills. It accommodates all levels of ability with unlimited amount of time to work on problems. DRDSD: It might be nicer to give student more than one chance to answer the problem before they are given the correct answer. ALSD: I wish the reinforcement for the winner was more exciting but the program itself is very good and flexible enough to use in different ways. WaukeganHI/IL: The time taken to list all the credits to the program is slow; but once the program begins, it is excellent. The program is so versatile depending upon student math levels. Advanced and beginning math students can play the game at the same time due to the individualization feature. A major plus is the reinforcement of missed problems. When the student answers incorrectly, the answer is provided. On that student's next turn, the same problem is presented again. It is unfortunate, however that a mistake causes the student's car to move backwards on the track instead of remaining in the same place. FSDB: No reading required except for directions which can be easily explained by the teacher. Arey/IA: The program is slow starting but motivating for my students. SpecNeedsLib/MD: I wish the program gave some practice examples. Underwood/NC: High motivation; lots of fun and challenging/competitive. NWSpEd/IL: Students were really motivated to use this. No variation in form of problems; always equation, no columns, but can allow ample time for figuring with paper and pencil - can set own response time. BerryhillEl/FL: My kids really enjoyed it. Very flexible, lots of motivation for my boys (grades K-2). Good price. It meets our objective for reinforcing math. GrJunc/CO: After getting through the opening comments it was a great program. Arrowhead2: I would like to have the option of turning the sound off. MarshallHSHIP/VA: Good skill practice in computation.

Read 'n roll

428.4 R4 1991 I Davidson
IBM 512k, color 59.95
reading-comprehension skills 3-8
Educational bowling game contains reading passages complete with comprehension questions. Designed so user can recognize the main idea of a story, find the relevant facts, identify sequence of events, make inferences and build vocabulary.
4- 5.25, 4- 3.5 disks; user guide; activities sheets

Readability calculations 4.3

418 R4 I Micro Power & Light
IBM 128k 49.95
utilities-readability analysis 1-12
Program to help determine the reading level of materials.
COSDB - (Fleharty); ScrantonSSD/PA ++ (Barrett); PortsmouthHS/NH ++ (O'Sullivan); NoTrailsAEA/IA ++ (Garriott);
1- 5.25 disk; user guide; overview sheet
PortsmouthHS/NH: This program is excellent for teachers to use in determining levels of reading difficulty for materials to be used by students. Great time-saver. Graphs and charts are helpful. NoTrailsAEA/IA: This is a quick and easy way to calculate readability levels. It is interesting to see the quick contrast between the various formulas.

Reading comprehension 3.7

428.4 H43r 1987 I Optimum
IBM 256k 39.95
reading-comprehension skills 4-12
A multi-level, open-ended reading program designed to improve comprehension skills using built-in or custom stories. Questions can be added. User starts on the first of 30 stories, scrolls through at his own pace, and answers questions.
StaffordEl/NJ + (Coverdale); BerryhillEl/FL + (Rawls); ARSD # (9-12); Covington/VA + (9);

APSEA/NB + (6-8); HarbourEl/Can - (5-6); DIL/MD ++(2-3);
Media & Methods + 5-6/89 p.68;
1- 3.5 disk; user guide
StaffordEl/NJ: Too hard for my grade level (2nd). BerryhillEl/FL: Not enough student interest. ARSD: I have a reading program that is more visually attractive and achieves more instructional goals. Covington/VA: The program emphasizes an important skill the students needed to acquire. It's a nice way to supplement classwork emphasizing comprehension skills. APSEA/NB: Stories are of high interest, but not too difficult. The level and pace are determined by the users. This program allows students the opportunity to return to the story to re-read portions prior to selecting answers and allows for errors to be self-corrected (grades 6-8). HarbourEl/Can: Functional only - not very engaging. DIL/MD: It's very easy to use and clear. Especially good for those deaf students who have very basic understanding of English and reading.

Reading machine

428.4 R1 1982 I — SouthWest EdPsych
IBM 256k — 59.95
reading-reading readiness — preK-3
Covers reading skills through 29 instructional objectives that sample the basic reading domain. Features motivating reinforcement system, recordkeeping, management, large size upper/lower case letters and high res graphics.
Closing the Gap 2-3/93
1- 5.25 disk; user guide

Reflex

005.74 R5 1985 I — (d) — Borland
IBM 384k — 149.95
data base managers — adult
Database manager which allows easy analysis of records.
3- 5.25 disks; user guide

Relevant reading: science — 1

500 R4 1987 I — Aquarius
IBM 256k — 150.00
science-basic skills — 3-8
Emphasizes recalling facts, using context clues, drawing conclusions, locating the main idea, identifying the subject, and word attack skills. Reading levels 3 through 8th grade.
APSEA/NB -- (adult);
4- 5.25, 4- 3.5 disks; teacher's guide
APSEA/NB: Did not use with students because it is dry and limited with several operating problems. Caps lock required but it does not tell you.

Relevant reading: social studies

900 R4 1987 I — Aquarius
IBM 256k — 150.00
social studies-basic skills — 3-8
Emphasizes recalling facts, using context clues, drawing conclusions, locating the main idea, identifying the subject, and word attack skills. Reading levels 3 through 8th grade.
4- 5.25, 4- 3.5 disks; teacher's guide

Remember! — 3.8

371.3 R4 1985 I — Compton's
IBM 64k color; (will not run on 286, 386, 486) — 49.95
logic/problem solving — 9-adult
A memory program useful for studying facts, lists, sequences and relationships. Promotes long-term retention required for a variety of subjects.
FSDB + (Darland/Taber); NWSpEd/IL # (Klusmeyer/Allendorf); ALSD + (Gallahar); BrentwoodEl/NC + (Cody);
Soft Rept A; NEA +; Only the Best; Compute 12/85 +; Compute
2- 5.25 disks; user guide
FSDB: This is a great program for individualizing study guides, tests, etc. as the material can be printed and taken home by students. NWSpEd/IL: Interest level is fair (grade 4). BrentwoodEl/NC: Good tool for individual assignments.

Remote

004.6 R4 1984 I — (d) — Microstuf
IBM 128k — 99.00
telecommunications — 9-adult
Allows user to connect to personal computer from a remote site via another computer.
1- 5.25, 1- 3.5 disks; user guide

Report card — 3.8

371.27 R5r 1984 I — Sensible Soft.
IBM 256k — 59.95
utilities-grades/recordkeeping — adult
Teacher utility for grades management.
WPASD ++ (Malmberg); MSSD + (Baird); LafayetteEl/CA + (Lange); Overlander/Can + (Zordell); ALSD - (Gallahar);
Soft Rept A; Teach and Comp 1/88 B;
1- 5.25 disk; user guide
LafayetteEl/CA: Not sure if it's the best grading program - seems like another one could do more. ALSD: Not for our school - but it may be right for someone else.

RightWriter Version IV — 4

652.5 R5 1990 I — RightSoft
IBM 384k, 2 drives (floppies and/or hard drive) — 95.00
word processors-grammar checker — 10-adult
Automatic document proofreader and writing style analyzer. Uses advanced artificial intelligence to check for errors in style, usage, grammar, etc.
MSSD + (9-12); ILSU/IL + (postsecondary);

Elect Learn 11/89 +; Ed Tech 12/86 +, 3/89 +;
2- 5.25, 1- 3.5 disks; user guide; ref book

ILSU/IL: Too out-dated. There are better versions out there. Difficult to use.

Rightwords

005.32 R5 1985 I — RightSoft
IBM 64k — 29.95
word processors-grammar checker — adult

A companion program for use with RightWriter. Allows for customizing the RightWriter dictionaries.
2- 5.25 disks; user guide

Run for the money

330 R8 1984 I (d) — Mindscape
IBM 128k — 50.00
social studies-economics — 7-adult

Game of strategy for one or two players. Pit pet business theories against a friend or computer. Several levels of difficulty. Stimulates decision making.

Classrm Comp Learn 2/85 +; Compute 3/85 +;
1- 5.25 disk; user guide; ref card.

S

Safari search — 3.6

153.43 O2s 1986 I — Wings/Sunburst
IBM 128k — 65.00
mathematics-logic/problem solving — 3-adult

Designed to enhance math abilities and develop problem-solving strategies and logical thinking.

FSDB + (Darland/Schuler); Manhattan/KS + (Riley); SpecNeedsLib/MD + (Kaplan); CamdenCC/NJ - (Campbell/Merlino); BerryhillEl/FL + (Rawls);

Classrm Comp Learn 1986 award; Soft Rept A; Only the Best;
1- 5.25, 1- 3.5 disks; user guide

FSDB: Students will need to know prepositions (up, down, and left, right). This program forces students to use prediction and planning skills in an enjoyable way. The games work well with primary as well as high school students (however the animal theme is better suited to younger students). Games progress from easiest to hardest and should be played in that order. SpecNeedsLib/MD: I felt it was useful to review it, but it may be too hard for some of our students to understand the logic involved. It was a good program for higher functioning students. BerryhillEl/FL: Kids loved it. I liked the different levels.

Secret island of Dr. Quandary

513 M3 1992 I — MECC
IBM 640k, hd drive — 59.95
mathematics-logic/problem solving — 3-12

An action game that challenges user's thinking skills and reflexes. Contains a variety of brain teasers with puzzle solutions that change each time they are played. Includes timed puzzles, arcade-action challenges, graphics and sound effects.
2- 5.25 hd, 3- 3.5 disks; teacher's guide

Ships ahoy — 3.9

513 S5 1983 I — Unicorn
IBM 64k — 39.95
mathematics-basic skills — K-6

Provides practice for addition, subtraction, multiplication and division. Extensive graphics.

MT.MSDB ++ (Schwabe); KDES ++ (Kubis); CLEARYSD - (Costanzo); WISD +; MaplewoodEl/IN + (Kingsbury); ScrantonSSD/PA ++ (Barrett); WaukeganHI/IL + (Yepsen); Arey/IA + (Salinas/Schledewitz); GrJunc/CO + (Dean); INSD + (1-5); Miller/KS - (2-5);
1- 5.25 disk; instruction card; product catalog

CLEARYSD: Directions would have to be explained clearly before students attempted to use program to eliminate frustration. ScrantonSSD/PA: Great. WaukeganHI/IL: I especially liked the fact that the "tables" could be drilled. My students (elementary) really enjoyed this program. Arey/IA: The graphics were fantastic. My second grader was enthralled with it. GrJunc/CO: The students (grades 4 and 5) felt it moved along rather slowly. It was good for drills though. INSD: Holds child's interest through drill and also we are also able to set the program to suit independent needs. I feel it would be better if each program was a little longer and it's a pain to reset the time and level for each game. Miller/KS: The maze was too fast. I didn't find a way to slow it down. You need a color monitor to enjoy the "Sailing Sketch" game. Addition drill ranges from 4+_=11 to 376+493. but you must type answers left to right which makes mental math difficult.

Sign designer — 4.2

769.5 S5 1984 I (d) — Power Up
IBM 128k, color — 49.95
utilities-graphics — K-12

Lets user create artist-quality signs on microcomputer. Useful for notices, large signs, bulletin board announcements or any messages that require graphics.

MSSD + (9-12); STMARYSSD + (Russell/Harmon); SpecNeedsLib/MD ++ (Kaplan); NWNazareneC/ID + (Drahn); HIPLakeview/KS + (1-3)
1- 5.25 disk; user guide

SpecNeedsLib/MD: I found this program easy to use. The flexibility in letter size was a great feature. HIPLakeview/KS: We would have liked to print open letters so they could be colored in for brighter signs.

Sign language quiz — 3.5

419 S545 1989 I — Data Assist
IBM 256k, color — 59.00
sign language — 8-adult

Consists of five lessons designed to assist in the teaching of sign language by using different techniques.
KSU.SPED - ; Covington/VA ++ (Fey); ForsthyeCtrD/NC - (adult);
1- 5.25, 1- 3.5 disks; user guide
Covington/VA: I really enjoyed this program. The children enjoyed it as well. However, it was not much of a challenge to them

Simultaneous linear equations 4
515.25 B4s I Queue
IBM 64k 29.95
mathematics-equations 9-12
Designed to help users solve randomly generated simultaneous linear equations by using the method of eliminating a variable by addition or subtract.
MSSD + (9-12);
Curr Rev 4/84 +;
1- 5.25 disk; user guide

Sir Isaac Newton's games
530 S3s 1986 I Wings/Sunburst
IBM 128k PS/2 25 or 30 only 65.00
logic/problem solving 4-adult
The complex formulas governing motion are recreated in simple games. Suitable for young children.
1- 3.5 disk; user guide

Skills for living I
640.73 S1 1991 I Hartley
IBM 640k 350.00
home economics-consumerism 8-adult
Multi-part kit with a reading level grades 4-8 that consists of programs on understanding advertising, checking accounts, following directions, interviewing skills, and how to use resources such as friends, newspaper ads, yellow pages, etc.
Closing the Gap 2-3/93;
5- 3.5 disks; teacher's guide; duplicating masters.

Skills for living II
640.73 S5 1991 I Hartley
IBM 640k 350.00
home economics-consumerism 8-adult
Multi-part kit with a reading level grades 4-8 that consists of programs on buying a used car, comparison shopping, behavior on the job, planning trips and using credit.
Closing the Gap 2-3/93;
5- 3.5 disks; teacher's guide; duplicating masters.

Solving quadratic equations 4
512.94 S6 I Queue
IBM 64k 29.95
mathematics-equations 8-12
Provides instruction and practice in ways to solve quadratic equations.
MSSD + (9-12);
Crseware Rept Card 9/83 +; *Curr Rev 4/84* +; *EPIE* +; *Alberta* +;
1- 5.25 disk; user guide

Solving word problems 4.3
510.76 S6 1986 I Aquarius
IBM 256k 85.00
mathematics-basic skills 4-12
Instruct user in use of step by step problem solving procedure. All problems are consistent with the functional literacy basic skills test. Recordkeeping.
LJHS + (Vaughan); LakelandAEA/IA + (Wethor); ConcordHS/CA ++ (9-12);
3- 5.25, 3- 3.5 disks; answer key; workbook
LJHS: This program has a teacher management feature and 3 disks for some objectives at 3 reading levels. This allows the same skills to be taught and reading levels can be adjusted to individual students needs. Students don't solve the problems, they learn to identify information needed to solve the problem. It is a drill/practice program without any tutorial information. The graphic reward is repeated over again without variation on each individual disk. ConcordHS/CA: Encourages the student to think about how to do the problem rather than focusing on the drill.

Space quest: the Sarien encounter 2
794 S62 1986 I Sierra On-Line
IBM 256k, joystick, color 49.95
educational games 6-adult
3-D animated adventure game in the tradition of the King's Quest series.
CamdenCC/NJ - (Campbell/Merlino);
2- 5.25 disks; Missing- user guide and ref card

Specialnet tutorial 3.5
384.34 S6 1988 I NSMI
IBM 128k 5.00
teacher training 12-adult
Instructs user on electronic mail and bulletin board service.
NWNazareneC/ID + (Drahn); IditarodEl/AK # (adult);
1- 5.25 disk
NWNazareneC/ID: Helpful in understanding SpecialNet. IditarodEl/AK: I didn't feel confident to know what I'm doing with SpecialNet even after this practice/tutorial

Speed reader II 4.2
418.007 D35 1983 I Davidson
IBM 96k 69.95
reading-comprehension skills 6-14

Exercises designed to help build reading speed and comprehension.

MSSD + (9-12); KDES + (Kubis); WVSD + (Boley); WISD + +; RedRiverCC/Can + (Leslie);

Only the Best; Ed Comp 5-6/83 +; MicroSIFT +; EPIE +; Sch Micro Rev W83; InfoWorld 9/26/83 +; NEA +;

1- 5.25 disk; user guide

WVSD: First part was good for all students, exercises I and II. Other exercises good for readers. I liked it. Vocabulary was difficult. Maybe Speed Reader I would work better for lower students. RedRiverCC/Can: Disadvantages: Hard to boot on hard disk - colors could be more interesting. Hard to boot on IBM compatibles (IBM message 53 on Data Disk). Advantages: Very well laid out and explained (manual and disk). "Preview" very well done, mature comprehension stories. I liked the recordkeeping and ability to adjust rates.

Spell it! 4

421.52 D35 1984 I — Davidson
IBM 128k — 49.95
English/language arts-spelling — 3-9

Features four activities designed to allow user to review spelling rules, study the words in syllables, and use the words in sentences.

MSSD + (9-12); KSSSD + + (Collier); Kingston-PubSch/OK + (Self); WISD + +; FSDB - (Williams/Moonan/Zidar); ConnSENSE +; APSEA/NB + (8);

Soft Rept A; Only the Best; Family Comp 3/85 +;

1- 5.25 disk; user guide

FSDB: Since teachers can control the spelling words used, language can be controlled by the teacher. The editing mode for inputting of spelling words may appear tedious at first, but it can be done. APSEA/NB: This program gives students (grade 8); an alternative to pencil and paper spelling tasks and skills. It requires BASICA which some newer DOS versions do not have. Time is required to learn to input teacher-produced lists.

Spellagraph 4.4

372.63 S63 1983 I (d) — DesignWare
IBM 128k, color — 29.95
English/language arts-spelling — 2-8

Players try to guess a picture puzzle hidden behind squares. Players must correctly spell a word identified by a context sentence.

LJHS + (Vaughan); Underwood/NC + + (Little); FSDB + (Hardin/Waterman); Crestline/OH + (Petty); Miller/KS + + (1-5);

Soft Rept B-; EPIE +; Alberta -; Elect Learn 10/84 +;

1- 5.25 disk; user guide; product catalog.

Underwood/NC: Excellent program for my students (grades 3-5). FSDB: Vocabulary in the program ranges from grade 2 to 8. This program allows teachers to put in their own word lists and sentence clues. Miller/KS: I loved this program but my students didn't. I think they're just resisting spelling drills (gr. 1-5).

Spelling in context level I 3.5

372.63 S64 1984 I — Bertamax
IBM 64k — 34.95
English/language arts-spelling — K-1

28 lessons of 10 words each; most commonly used words; reviews words missed.

NYSD + + (Spidal); ORSSD -- (Cruscial); VSDBH + (Singleton); INSD + (3-5);

EPIE +;

1- 5.25 disk; user guide

ORSSD: Very limited - cannot escape from the program; does not handle incorrect responses well.

States and traits 4.2

917.3 S7 1984 I — Compton's
IBM 64k, color; (not run 286, 386, 486) — 39.95
social studies-geography — 7-12

Game which combines US geography, history, current facts and trivia. Various skill levels and can be modified.

MSSD + (Barrie); STMARYSSD +; WASSD + (Born); FSDB + + (Darland/Smith); LakelandAEA/IA + (Wethor); StoneCo/MS + (7-9);

NEA +; Soft Rept A; MicroSIFT 10/85 +; Sch Lib J 5/85 +;

1- 5.25 disk; user guide

FSDB: Directions are written at about a second grade reading level. For the first game, students only need to know how to read the names of the states. Reading is required to match the states with their traits in the second game. Program can be easily modified by the teacher.

Stationary woodworking equipment 4

621.9 S7 1986 I — Shopware
IBM 128k — 139.95
industrial arts-woodworking — 7-16

Covers the parts and safe operation of the ten major pieces of equipment used in woodworking shops.

WISD +;

2- 5.25 disks; user guide

Stickybear alphabet 3.5

372.414 S74 1988 I — Optimum
IBM 512k — 49.95
early learning/preschool-reading — preK-1

Designed to help children from ages 3 to 6 learn the alphabet and begin to recognize words. Includes three activities. Notable for its graphics. Can be used with or without sound feature.

APSEA/NB # (preK-K); APSEA/NB2 + (1);

NEA +

2- 3.5 disks; 2 user guides

APSEA/NB: Good for repetition for low-functioning and multi-needs deaf children. APSEA/NB2: Graphics are good and the interest level is high. Possibly some way to test user's learning would be useful.

Stickybear math tutor 4

513.2 H4s 1984 I Optimum
IBM 512k 49.95
mathematics-multiple topics 3-8

Provides focused drill and practice in basic multiplication, division, addition and subtractions. Levels adjust automatically to meet the needs of each user.

ADEPT/TX + (1); DIL/MD + (adult);
NEA +;
2- 3.5, 2- 5.25 disks; 2 user guides

ADEPT/TX: This disk covers all math and can be used by a variety of students. It can be used for several years. DIL/MD: We need very low level for our low-visual clients who can use very basic math skills.

Stickybear numbers 4.4

513.211 H43s 1983 I Optimum
IBM 512k 39.95
mathematics-basic skills preK-1

This is a counting and number recognition program. Each time a number is pressed, a new set of pictures will be displayed.

FDLRS +; KDES +; ConnSENSE +; COSDB + (Fleharty); DouglasTilden/CA + (McGrath); ALSD + (Harmon/Elston); MaplewoodEl/IN ++ (Kingsbury); ASD ++ (Abbott); SouthEl/IA ++ (Skibsted); LenaweeISDist/MI + (Todd); GrJunc/CO ++ (Dean); SAK/NM ++ (Klein); NikkariEl/MI ++ (Mills); Edison/MI + (K-2);

Only The Best; Classrm Comp Learn 1/84 +; MicroSIFT + 9/83; High/Scope +; Alberta +; Soft Rept A; EPIE ++;
1- 3.5 disks; 1 set of stickers; 2 page user guide; 1 poster.

ALSD: 2. Graphics are great reinforcement for the kids. The motion and colors are of high interest quality. MaplewoodEl/IN: Colorful graphics keep their (students) interest. ASD: Some graphics appeared too fast and then moved around, making counting difficult. SouthEl/IA: We are ordering this program. GrJunc/CO: Graphics are great! My student loved it (1st grade). SAK/NM: Would recommend for purchase, however, it is a very limited program. NikkariEl/MI: Love the graphics. APSEA/NB: Limited program. Some of the students found flashing and movement of graphics disturbing.

Stickybear opposites 4.3

428.1 N4 1986 I Optimum
IBM 512k 39.95
early learning/preschool preK-1

Uses large, colorful animation to teach opposites. Includes up/down, full/empty and in front/behind.

MOSD ++ (Davis); FSDB + (Waterman/Greco); Arey/IA ++ (Salinas); SAK/NM ++ (Klein); Underwood/NC + (Little); NoTrailsAEA/IA # (Anliker); WaukeganHI/IL + (Yepsen); Riverside/IA ++ (Schledewitz); ConnSENSE +; NikkariEl/MI + (Cordes); ConcordHS/CA # (2-3); Edison/MI ++ (preK-2);

Soft Rept A-; High/Scope +; EPIE +;
1- 3.5 disk; sheet of stickers; user guide; poster

FSDB: Only one word at a time in on the screen. Children lost interest after a few lessons. Arey/IA: Sequencing of opposites in the book could have been better correspondence with the program. Underwood/NC: Kids enjoyed this program. Good graphics. NoTrailsAEA/IA: It was good for the variety of opposites presented, but it didn't have a lot of student involvement. Riverside/IA: Little adult interaction is required. My 3 year olds loved this program. They were able to function on the computer alone but would request adult interaction to view graphics. ConcordHS/CA: Our students (gr. 2-3) could use this software for 1 on 1 work during free time which generated interest in computers. Edison/MI: Motivating, fun, good job of visually presenting opposites. Was appropriate for all students as awareness of beginning concept.

Stickybear parts of speech 4.1

425 S85 1987 I Optimum
IBM 256k 49.95
English/language arts-basic skills 3-6

Helps user identify parts of speech from built in word lists or from lists entered by teacher. Level of difficulty can be customized to suit user needs.

LakeDrSchHI/NJ # (Cheskin); NWSpEd/IL ++ (Fernstaedt); NWSpEd/IL + (Klusmeyer); Crestline/OH + (Petty); BerryhillEl/FL # (Rawls); NikkariEl/MI ++ (Cordes); CousinoHS/MI ++ (12)

Soft Rept A;
1- 3.5 disk; user guide

LakeDrSchHI/NJ: This is purely drill - with only a percentage score as motivation. My kids (grades 3-6) prefer a drill in a game format or drill that enables you to play a game as a reward. Crestline/OH: Slightly above age level. BerryhillEl/FL: My kids were bored with it (grades K-3). Needs to be more reinforcing. CousinoHS/MI: I liked this because it fits in well with the type of language structure used to teach the hare of hearing. Our speech therapist really liked this one.

Stickybear reading tutor 5

428.4 H43st 1986 I Optimum
IBM 512k 49.95
reading 3-8

Provides practice in word recognition and reading comprehension. Automatically advances user to more difficult stories as he/she succeed. New stories can be added.

Covington/VA ++ (9);
NEA +
2- 5.25, 2- 3.5 disks; 2 user guides; book

Stickybear shapes 3.6

516 S85 1989 I Optimum
IBM 512k 39.95
early learning/preschool preK-2

Introduces children to the computer. Provides shape recognition. Use to identify five shapes - circle, square, triangle, rectangle and diamond.

MT.MSDB -- (Gillis); VSDBH +; SouthEl/IA # (Skibsted); ASD ++ (Abbott); FSDB ++ (Thornton/Greco); MOSD ++ (Davis); SAK/NM - (Klein); PocahontasPre/IA + (Peterson); Riverside/IA - (Schledewitz); ConcordHS/CA # (2-3); Edison/MI ++ (preK-1); INSD # (K-1);

Soft Rept A; High/Scope +; EPIE +; Chime Newsletter 3/85 +;

1- 3.5 disk; "book of shapes"; poster; parents' guide; sheet of stickers.

MT.MSDB: A very passive software program. Only one response was accepted and there is no feedback explaining why the response is incorrect. The user is never shown the correct answer. There are no examples demonstrating the program. The program allows the user to become lost with no apparent way out. SouthEl/IA: I found the other Stickybear programs to be more interesting for my students (Stickybear ABC and Stickybear Numbers). Even though I gave it an average rating, I would still consider the program for purchase. ASD: Wrong answer was indicated only by a beep - the graphics are so detailed on smaller bears they are hard to see. FSDB: No reading required. For the skills this program is addressing, it covers it perfectly. MOSD: Excellent - as usual for Stickybear products. SAK/NM: Poor graphics and too much going on. Much too busy for my students. Riverside/IA: This is a very passive program. It did not allow the independence I have seen with other Stickybear programs. ConcordHS/CA: Good for free time use because it generates interest in computers for low-level learners. Edison/MI: The children loved it and they learned the material. Its simplicity is a plus for young users. The wonderful graphics hold their interest. INSD: The feedback (correct or wrong) depended too much on auditory response. The first and third game was appropriate for 1st grade but the second game depended on reading the shape words and was too hard for our first grade students.

Stickybear spellgraber 4

372.63 H4s 1987 I Optimum
IBM 512k 49.95
English/language arts-spelling 1-4

Helps user spell correctly and build vocabulary skills. When one of more than 200 pictures pops on the screen, user sends Stickybear on a search for the right letters and scores points if answer is correct. Includes over 4,000 words.

ARSD + (Kinder.-4); Covington/VA ++ (9); APSEA/NB # (2-4); FSDB + (1-5);

NEA +

1- 3.5 disk; user guide

Covington/VA: It is an excellent tool to teach spelling and holds user interest. APSEA/NB: The children were having difficulty coordinating both hands and were therefore becoming frustrated with this program. FSDB: Teacher can select the level of difficulty and the word lists to be used.

Stickybear town builder 4

912 H4s 1985 I Optimum
IBM 640k VGA or MCGA or EGA graphics 39.95
social studies-decision making/values 1-4

Helps user learn map skills. User builds his own town complete with roads, parks, bridges, etc. Learns compass reading, directions and map reading.

FSDB + (Cushing/Edge/Schuler); WISD ++; STMARYSSD + (Brady); Arey/IA ++ (Salinas); Oakdale/OH + (Frazier); Crestline/OH ++ (Petty); WaukeganHI/IL + (Yepsen); NoTrailsAEA/IA + (Garriott); Riverside/IA # (4); Arrowhead2 - (7); APSEA/NB + (K-3);

High/Scope ++; Only the Best;

2- 5.25, 1- 3.5 disks; user guide

FSDB: No reading is required except for Menu. It is strongly recommended that students use the joystick with this program as it makes it much easier to move the car. STMARYSSD: Entertaining program. Children would enjoy the graphics and movement. I think it is limited in the amount of map skills a student needs to learn. Oakdale/OH: Students enjoyed program very much (K-6). We only wished it would print the maps we created. NoTrailsAEA/IA: The children really enjoyed this one. It took a little bit of time for them to figure it out but they loved it (K-3). Riverside/IA: Basic program with little room for growth. Skills that the student learned and practiced was limited. Arrowhead2: More use of directions and the use of longitude and latitude would be more appropriate. APSEA/NB: Good use of graphics and instructions to introduce map skills and directionality. Also good practice of using a mouse.

Stickybear typing 4.3

652.3 H4s 1985 I Optimum
IBM 512k 49.95
business-typing 4-12

Helps user to learn and improve typing and keyboarding skills. Provides multiple levels of difficulty. Allows user to track progress and save results.

FSDB + (Edge/Schuler/Canevaro); Miller/KS ++ (5); Edison/MI + (3-5);

High/Scope #; Only the Best;

1- 3.5 disk; user guide; keyboard ref card

FSDB: Language is not a problem as the student is basically matching letters and words. Understanding of these words is not necessary for success on this program. An auditory "beep" is used to indicate a mistake. The student will need to be aware that if he does not see the correct key "light up" on the screen, he must press the correct key or include a space for that response. If this is not done, all subsequent responses will be out of order and will be considered errors. A teacher demonstration can show the student what to look for. Miller/KS: I like

the "dictation". There is a keyboard on the screen and the key to be typed is highlighted. Edison/MI: Motivational keyboarding program.

Stickybear word problems 5

372.7 S74 1988 I — Optimum
IBM 256k — 49.95
mathematics-word problems — 2-8

Includes hundreds of different math word problems. Teachers can add their own. Also has report card option, adjustable levels of difficulty and colorful graphics after each correct answer. Practice problems can be printed.

Arrowhead2 ++ (7);
1988 Ed Soft Preview Guide +;
1- 3.5 disk; user guide

Arrowhead2: It allows for extra practice on story problems. Kids usually dislike story problems, but they all asked to use this program everyday.

Stickybear word scramble 4.3

428.2 S8 I — Optimum
IBM 512k — 49.95
English/language arts-spelling — 2-6

Arcade game format with three-dimensional graphics. Puzzles designed to help sharpen thinking, build vocabulary and improve spelling. Can be modified. Automatic advancement through increasingly difficult levels.

IAMD ++ (2); ADEPT/TX + (1-2); OHSD # (K-3); RinconEl/GA ++ (K-2);
1991 Parents' Choice Gold Seal; Only the Best; PC Mag 3/26/91; Teaching K-8 5/91; Tech & Learn 4/91
2- 5.25, 1- 3.5 disks; user guide; poster; stickers

ADEPT/TX: It held the students' (gr. 1-2) interest for long periods of time and gave a variety of tasks and levels. The only thing is that the arcade game should be longer before going on to the word scramble tasks. The students also need to be able to read the clues. If someone can help them read or can read themselves it is great. OHSD: Only has the ability to work with words that have no more than six letters. This is very limited in vocabulary. I thought it would scramble letters and you could add vocabulary such as reading and spelling words with no meaning. RinconEl/GA: High interest level for students - could work independently after being shown only once how to work the game. I had problems putting my own words in.

Stickybear's reading room 5

428.4 S84 1991 I — Optimum
IBM 640k w/EGA or VGA, high density 3.5" and hard drives; SoundBlaster and mouse — 59.95
reading — preK-3

English and Spanish reading activities. Text and speech selections are interchangeable. Contains on-line help screens and report cards to track users progress. User can print the sentences they create. Voice can be on or off.

UWay/FL ++ (K-8); CO.NECBOCES ++ (preK-K);
4- 3.5 HD disks; user guide

Stickybear's reading room 5

428.4 S84 1993 I — Optimum
IBM 640k, hard disk w/7meg, EGA or higher graphics, sound board opt. — 59.95
reading-reading readiness — preK-3

English and Spanish reading activities. Text and speech selections are interchangeable. Contains on-line help screens and report cards to track users progress. User can print the sentences they create. Voice can be on or off.

UWay/FL ++ (K-8);
4- 3.5 high density disks; user guide

Subtraction 4.5

513.2 S9 I — Queue
IBM 64k — 29.95
mathematics-addition/subtraction — 2-5

Provides drill and practice in subtraction with and without borrowing. Highly interactive.

WVSD + (Haight/Ries) ++ (Davis/Patton);
1- 5.25 disk; user guide

WVSD: 2) This program is very simple to operate. A student would be able to work with it independently. It allows unlimited reading and interaction time. The number keys, asterisk, and space bar are all the necessary keys - if other keys are hit, it does not affect the program at all. Positive feedback is immediate! It accommodates all levels of ability. The student may become a little bored because there is no variation nor graphics. No motivation. 3) Good drill practice for students who don't do well in class. Should include cartoon so that students would be more motivated. 4) This is easy for me to learn about subtraction.

SuperPrint! 4.2

006.6 S9 1988 I — Scholastic
IBM 256k — 69.95
desktop publishing — K-12

Printing program capable of creating almost five foot tall graphics as well as regular sizes. Includes graphics library, choice of four type styles, etc.

Oakdale/OH + (Frazier); WaukeganHI/IL + (Yepsen); NoTrailsAEA/IA ++ (Garriott); BerryhillEl/FL + (Rawls); WolfvilleJHS/CAN + (6-8); Riverside/IA ++ (adult); WolfvilleJHS/CAN ++ (adult); ARSD # (adult); Edison/MI + (3-5);
Classrm Comp Learn 1988 Award for Excellence; in-Cider 10/88 +; Bklst 4/1/88 +; Family & Home Office Comp 3/88 +;
3- 5.25 disks; user guide

Oakdale/OH: Finally, a program that combines word processing and graphics! It is difficult to learn, however.

WaukeganHI/IL: Difficult to learn, but very versatile. NoTrailsAEA/IA: Were ordering this. I loved it, and the children loved the results! Many of the teachers were excited to see what this can do. BerryhillEl/FL: Only reason this doesn't get "excellent" is because it takes forever to print out. Kids loved it (grades K-5). There is a lot of avenues you can use with this. Wish I could keep it longer! WolfvilleJHS/CAN: The older students used this program as well as both teachers. Riverside/IA: The versatility is wonderful but the slow printing was disappointing. That's the only complaint. ARSD: Simple to use. Edison/MI: It offers lots of printing possibilities but is agonizingly slow to print.

Superkey

005.43 S9 1985 I (d) Borland
IBM 128k 69.95
utilities 10-adult

Keyboard enhancement that allows user to string together multiple keystrokes into one. Provides a "cut and paste" feature and file encryption.
1- 5.25 disk; user guide

Survival math 2.6

510 S9 1988 I Aquarius
IBM 256k 115.00
mathematics-fractions 7-12

Contains three programs: "Fractions, percents and decimals"; "Real cost"; "Understanding checkbooks". Provides instruction in basic math skills.

MSSD - (9-12); ALSD + (Gallahar); WCECSU - (6);
3- 5.25, 3- 3.5 disks; teacher's guide

WCECSU: Too advanced for 6th grade student.

T

Test taker's edge 2.5

371.3 T3 1986 I Sunburst
IBM 128k 75.00
guidance-test taking 6-adult

Study tool designed to help user focus attention where it is needed most. Provides practice tests e.g. matching/true/false/fill-in-blanks/multiple choice.

BrashearHS/PA # (Cametti); RedRiverCC/Can - (Leslie);
Soft Rept A;
1- 5.25 disk; user guide

BrashearHS/PA: Good but not at $69.00. Maybe at $29.00. Limited in amount of text one can enter in items. Does not keep record of students scores and responses. Also I'm very hesitant to buy any protected software that cannot be easily installed on a hard drive. I hate programs that require booting back to DOS. RedRiverCC/Can: Limited format, no performance history, no sectioning between files, no time limits, can't be used on a network, not worth $70.00. Does have - excellent, clear graphics - easy to follow instructions - print utility was clear.

Tic tac show 3.8

794 T5 1982 I Advanced Ideas
IBM 128k 39.95
educational games 2-12

Combines the strategy of Tic Tac Toe with a quiz show question and answer game.

CLEARYSD - (Veatch) + (Tenure); ScrantonSSD/PA + (Barrett); ChulaVistaJHS/CA + (Moran); PostFallsDist/ID ++ (Stoddard); FSDB + (Waterman/Darland); WISD +; LouisaHS/VA + (Meadows); ALSD # (Gallahar);
Only the Best; Crseure Rept Card 2/83 +; Ed Tech 4/83 -; NEA +; Soft Rept A;
1- 5.25 disk; user guide; quick ref card; product catalog

ScrantonSSD/PA: Good vehicle for matching pair items. ChulaVistaJHS/CA: Some topics too difficult for my students (7-9 grade HI). FSDB: Language is controlled by the teacher. The authoring system is easy to understand and use.

Trading post 4

152.14 B7t 1985 I (d) Wings/Sunburst
IBM 128k 8088 (PC class) only, no 286, 386 or 486 65.00
educational games 2-adult

Two player game where users must analyze their starting position and plan a strategy to reach a specific goal.

FSDB + (Barrie/Schuler);
Classrm Comp Learn 1986 award;
1- 5.25 disk; user guide

FSDB: The readability of the directions is high. But once students understand how to play, there is no problem with language. Worksheets for use before working with the program are included in the manual. Teachers should use these worksheets first - they make it much easier for students to use the program.

Transporter with crosstalk

005.71 T7 1984 I (d) Microstuf
IBM 128k 137.00
telecommunications adult

Automated data communications system.
2- 5.25 disks; user guide

Turbo PASCAL 4

001.64 T8 1983 I Borland
IBM 128k 99.95
computers-programming 9-adult

Borland's improved PASCAL compiler.

MSSD + (9-12)
1988 Ed Soft Preview Guide +;
1- 5.25 disk; book

Turtle tracks 3.2
005.1 S6t 1982 I Scholastic
IBM 96k, color 39.95
computers-LOGO 2-16

LOGO-like language which combines turtle graphics and music with elements of BASIC.

KDES + (Thomas); CarlsbadHS/CA - (DeHaan); FSDB + (Darland/Thornton/Greco); Underwood/NC + (Cody); CamdenCC/NJ - (Campbell/Merlino);

InfoWorld 5/31/82 +; Sch Micro Rev Su82 +; Classrm Comp Learn 1/84 +; EPIE +; Soft Rept B-;
1- 5.25 disk; user guide

FSDB: All commands used in the program are simplified versions of words. Syntax is simple and only one command per line is permitted. Even students of limited language ability should be able to use this program. You must proceed lesson by lesson. You can't just start at a particular point on the program. Can be time consuming if you are already deep into the program to get to the specific lesson you want. Underwood/NC: No versatility in selection of lessons.

20-20 word processor
652.5 C1 1991 I (d) Codesmiths
IBM 256k 20.00
word processors 6-adult

20-20 is a large-type word processor. Using one of seven sizes of text, from small at 50x16 to huge at 12x3, both laptop and vision impaired users will find editing text to be easier. Shareware-borrower responsible for registration payment.
1- 5.25, 1- 3.5 disks, user guide

Typing made easy 4
652.3 T96 1984 I QED
IBM 64k 59.95
business-typing 9-adult

Teaches touch typing with drills and games. Self teaching, however has a teacher's administrative system for classroom use.

MSSD + (Ruffin)

Elect Learn 9/88 +; PC Mag 10/11/88 #; Macguide Mag Fall/Winter 88 +;
1- 5.25 disk; user guide

Typing tutor 4
652.3 T9 1981 I (d) Microsoft
IBM 128k 24.95
business-typing 4-16

Introduces and provides timed practice in touch typing.

CarlsbadHS/CA + (DeHaan);

Only the Best; Classrm Comp News 1-2/82; MicroSIFT 10/81 -; Ed Tech 10/81 +;
1- 5.25 disk; user guide

U

U.S. history data bases for PFS: file
973 S3 1985 I (d) Scholastic
IBM 128k 99.95
social studies-organizing info. 7-12

Introduces data bases as a research tool for testing hypotheses, learning how historians and scientists work, learn info-gathering skills.

Only the Best;
2- 5.25 disks; user guide

V

VTQS: voc-tech quick screener 4
158.6 c6 1986 I (d) CFKR
IBM 128k 72.00
guidance-career education 9-12

Designed for non-college bound students. Has 280 jobs in database that do not require college degree. Assessment phase is easy to understand.

MSSD + (9-12);
1- 5.25 disk; user guide

Venereal disease 3.2
616.95 V4 I Queue
IBM 128k 34.95
health-diseases 9-16

Describes diseases, effects, treatments, causes, transmission, prevention, and provides a research outlook.

MSSD - (9-12); MT.MSDB + (Gillis); ASD # (Bolden) + (Robinson) # (Kenausis);

Soft Rept B;
1- 5.25 disk; user's guide; product catalog

ASD: 1) Good as a review but not as an introduction. Students with better reading levels in junior and senior year enjoyed it. 2) Appropriate for students with 5th grade reading level. I couldn't get into the student management portion - I was stuck. 3) Difficult reading for most of my students (10th grade health).

Verb viper 2.8
372.6 V4 1984 I DLM
IBM 128k, color 46.00
English/language arts-grammar 2-6

Helps user master subject agreement with regular and irregular verbs in present and past tense as well as past participle form.

SECTOR +; MT.MSDB + (Schwabe); Kingston/OK + (Self); WVSD # (Staley/Hare); Poplar-Bluff/MO # (Rice); HawaiiHI -- (Plantamura); FSDB + (Barrie/Schuler); MayoHS/MN - (Winters); WaukeganHI/IL # (Yepsen); Crestline/OH - (Petty); Underwood/NC # (Little); Miller/KS -- (5);

Elect Learn 10/83 +; EPIE -; MicroSIFT 7/83 + NEA +; Alberta -; Soft Rept B;

1- 5.25 disk; user guide; student record sheet; progress chart; strategies for improvement sheet; 21 worksheets

WVSD: 1. Does not show the corrected errors - so where is the learning? 2. This program seems to be but a fair drill exercise without any teaching or appropriate feedback. For subject/verb agreement, my students would need more of a structured approach (HI Jr-Sr High). PoplarBluff/MO: Limited feedback. Needs to display corrected responses. (Used with 9th graders). HawaiiHI: Did not like program. No feedback for responses. Not appropriate for my students (elementary). FSDB: The language and vocabulary used varies within the levels of difficulty selected. The program comes with supplementary materials. The worksheets are very useful in providing additional practice for the students. MayoHS/MN: Was frustrating for students - repetitious. WaukeganHI/IL: Having to change speed with each time the program was re-inserted was a problem for me. Crestline/OH: Needed to slow down for intended audience (2nd grade). Limited feedback. Worksheets proved to help sentence structure. Underwood/NC: Limited feedback; too fast-paced for my students. Miller/KS: The words move too fast even at the slowest speed!

Video etch

006.68 V5 1982 I (d) Alphanetics
IBM 128k 49.95
utilities-graphics 1-16

Graphics editor which allows you to easily create and save on disk, high resolution color graphics and line etchings.
1- 5.25 disk; user card

VisiSchedule

658.4 V5 1982 I (d) VisiCorp
IBM 128k 250.00
utilities 10-adult

Useful for breaking complex projects into a series of simple jobs, shows how to indicate dependencies between jobs, how to figure costs etc.
2- 5.25 disks; pocket reference; user guide

Vocabulary detective

428.4 V1 1984 I SouthWest EdPsych
IBM 256k 34.99
reading-vocabulary 3-12

Promotes self-directed exploration and expansion of vocabulary skills. Allows teacher to insert vocabulary words. Permits users to play without competition or to compete against other users.

Closing the Gap 2-3/93;
1- 5.25 disk; user guide

Vocabulary development 3.9

428.4 H43v 1986 I Optimum
IBM 256k 39.95
reading-vocabulary 2-8

Designed to help users increase their vocabularies and strengthen reading skills. Focus is on synonyms, antonyms, homophones, multiple meanings, etc. Allows user to apply experience and context to generate meanings for new words.

STMARYSSD + (Brady); NWSpEd/IL + (Fernstaedt); Crestline/OH + (Petty); CREC/CT # (Kolzak); LakelandAEA/IA + (Wethor); Jenks/OK + (Pride); NikkariEl/MI # (preK-1); Covington/VA + (9); MacDoelEl/CA ++ (6);
1- 3.5 disk; user guide

STMARYSSD: User friendly. Nice variety of activities. Good practice. It would be good to have student workbooks accompany program for reinforcement of vocabulary. CREC: I see little use for it. Children would tire of it easily due to the task and no graphics. LakelandAEA/IA: Would not recommend for purchase because there are no graphics. Hard to keep student on task. NikkariEl/MI: My students (preK-1) were unable to do this independently. Covington/VA: It does work on some goals that support the school's instructional objectives. MacDoelEl/CA: Great for deaf students who need help with vocabulary.

Vocabulary machine

428.4 V1 1983 I SouthWest EdPsych
IBM 256k 59.95
reading-vocabulary 1-12

Contains more than 1000 words and sentences. Displays a picture with each vocabulary word. Presents each word in a sentence to improve contextual analysis skills. Allows teacher customization to insert own words and pictures. Includes management system.

Closing the Gap 2-3/93;
1- 5.25 disk; user guide

Vocabulator 3

428.1 V6 1984 I Zephyr
IBM 64k 31.95
reading-vocabulary 1-12

Useful for creating vocabulary lists.

KingstonPubSch/OK # (Self); WVSD + (Hare/Dodgins/Denel) # (Haight); CamdenCC/NJ - (Campbell/Merlino);
1- 5.25 disk; user guide

WVSD: 1) I feel this would be a good program for motivated students who want to improve vocabulary skills. It has levels of difficulty with appropriate feedback. I don't like working with vocabulary words in isolation but you could do other things with the list such as require the student to use words in context (just an idea - I'm not sure how!) I feel the interest/academic levels are appropriate for out students; some are too difficult. The mode of instruction would be tutorial. 2) Words are too difficult and obscure for our students - even lowest level. I like this program because it's easy to use. Not much feedback reinforcement, whatever. It's a shame it's to advanced for our students (HI grades 7-12). 3) I feel

that our students should learn more vocabulary, also need to memorize!! It's very important for them.

W

Webster's new world on-line thesaurus 5

428.1 W4 1987 I (d) Queue
IBM 64k 69.95
word processors-thesaurus 9-adult

Ram resident thesaurus with fully cross-referenced entries that separate the various meanings and usages of a word. Also finds synonyms for phrases.

MSSD ++ (9-12);

Byte Bonus Ed Su/87 ++; Comp Shopper 9/87 +; Comp Now 12/87 +;
2- 5.25 disks; user guide; ref card

MSSD: Easy to use and more complete than thesaurus found in Writing Assistant, WordPerfect or add-ons like WordFinder.

Welding

671.5 W14 1988 I Aquarius
IBM 256k 775.00
industrial a-ts-metalworking 9-adult

Designed to introduce the fundamental concepts of welding. A detailed teacher's guide with worksheets accompanies each section.
14- 5.25, 14- 3.5 disks; instructor's guide

What do they do in Ouagadougou?

900 W2 1989 I Educational Act.
IBM 256k 79.00
social studies-geography 6-10

Designed to reinforce users' knowledge of global geography. Using clues consisting of daily time schedules, national data, climate graphs, proverbs, and details of family life, users are challenged to identify countries. One or two may play.
1- 5.25, 1-3.5 disks; teacher's guide

Where in the world is Carmen Sandiego 4.5

910 B5w 1986 I Broderbund
IBM 128k, color 49.95
social studies-geography 5-adult

An exploration game of travel and mystique utilizing the World Almanac. Track a thief from country to country in search of gold idol. Almanac included.

ConnSENSE +; SpecNeedsLib/MD ++ (Kaplan); FSDB ++ (Hesson/Smith); WClermontCtr/OH + (9-12);

Only the Best; Elect Learn 4/87 A; A+ 12/87 ++; Comp Shopper 9/89 +; Classrm Comp Learn "Best of the Decade" 5-6/90; Family Comp 10/85 +; Comp Teach 4/91;
1- 5.25 disk; user guide; world almanac (missing as of 88/11/04)

SpecNeedsLib/MD: A little difficult for learning disabled patrons but they worked well with assistance. A stimulating and educational program! We bought it! FSDB: Students will need to be aware of gender of pronouns in order to figure out the suspects. The students enjoyed it so much that I had a hard time leaving the computer lab at the end of the day. Swarms of students - not all mine - would come to use it. WClermontCtr/OH: The students really enjoyed playing and learning where different countries are. Overall it is a great game, but the graphics are a bit out of date.

WISC-R report writer 1.5

153.93 W5 1984 I (d) Bertamax
IBM 64k 125.00
guidance-testing 1-12

Helps diagnose strengths and weaknesses related to academic subjects and reports the results to professional personnel, parents, etc.

NTID - (Russell); VSDBH -- (Hunyady);
1- 5.25 disk; user guide

VSDBH: Extremely simplistic - never a substitute. Recommendations are poor. Psychoanalyst still must score WISC.

Wizard of words 4.2

372.63 N4w 1983 I Advanced Ideas
IBM 256k 39.95
reading-vocabulary K-9

Five games designed to teach reading, spelling, and vocabulary. Words are keyed to eight learning levels to help user master greater language skills.

MSSD + (9-12); LJHS + (Vaughan); ConnSENSE 5/86 +; PCBunnElem/OH + (Bukovinsky); WISD +; MayoHS/MN ++ (Winters); FSDB + (Zidar/Waterman); Underwood/NC ++ (Little); NoTrailsAEA/IA + (Garriott); NECOBOCES ++ (Bieber); LakelandAEA/IA ++ (Wethor); StAlphonsus/Can + (Grieder); ALSD -- (9-12); INSD ++ (3-5); AEA5 + (1); Miller/KS + (3-4); ARSD + (K-2); APSEA/NB ++ (2-8); RoweEl/NV + (4-5);

NEA +; EPIE +; Soft Rept A;
1- 5.25 disk; user guide

MayoHS/MN: This is one of the best. High interest level. FSDB: Teacher is unable to preview word lists - the lists are not included in the documentation or the program. Underwood/NC: Excellent. High interest level. Lots of varied activities. NoTrailsAEA/IA: This looks like a good program - it was difficult to evaluate with children because of the need to make a copy in order to put new word lists on it. LakelandAEA/IA: Wanted to make our own word list but couldn't. INSD: this program is particularly good because you can use your own word lists. AEA5: This was an excellent program in that it provided flexibility to the user to employ many kinds of word lists. Miller/KS: It was a little difficult for my 3rd and 4th grade students. APSEA/NB:

High interest from all grade levels! (grades 2-8) Flexibility of vocabulary lists (user-input).

Wood car rally

531.6 W6 1991 I — MECC
IBM 512k — 59.00
science-physical science — 3-6

Students learn about force and motion as they use wooden cars to investigate how five variables-car weight, friction/lubrication, shape, and ramp angle and length-influence the distance a car will travel once it leaves an inclined ramp.
1- 5.35, 1- 3.5 disks; teacher's guide

Word attack — 4.1

372.6 D3w 1983 I — Davidson
IBM 128k color — 49.95
reading-vocabulary — 4-12

Four vocabulary building exercises access extensive data files of 675 words. Words and sentences illustrating usage are presented on 9 levels.

FDLRS +; ConnSENSE +; MSSD + (9-12); STMARYSSD + (Michalek); LebanonMS/IN + (Million); FSDB +; WestHillAEA12/IA + (Titus); PinellasVoTech/FL ++ (Larson); LinnBenCC/OR + (Krabbe); PostFallsDist/ID + (Stoddard); WISD ++; WaukeganHI/IL ++ (Pates); NECOBOCES/CO ++ (Bieber); CamdenCC/NJ # (Campbell/Merlino); CentreCon/Can ++ (Blanche); GrJunc/CO + (Dean); StoneCo/MS + (7-9); APSEA/NB -- (6-8);

Only the Best; EPIE ++; InfoWorld 10/17/83 +; Ed Tech 2/84 +; Soft Rept A; Classrm Comp Learn "Best of the Decade" 5-6/90;
3- 5.25 disks; user guide

LebanonMS/IN: Vocabulary levels were well organized. The students responded well to seeing their names on the monitor. WestHillAEA12/IA: Game response was set too fast even at the slowest setting. FSDB: The definitions given for each new word may prove difficult for some students to read and understand. The sentence structures used may be advanced for some students. Additional data disks can be purchased. These disks contain words for specific grade levels including SAT words. NECOBOCES/CO: I have been looking for a program that would be easy to plug in the student's own "unit vocabulary" that he has to learn and this is perfect. We've ordered this already. I like the flexibility. CentreCon/Can: Disk vocabulary was too difficult but I was able to program my own. Students were motivated and retained information longer. GrJunc/CO: It is nice to be able to add my own vocabulary lists. APSEA/NB: Program ran too fast on many newer computers. The vocabulary included was too difficult and included unrelated word lists. A wider variety of vocabulary lists (levels, topic areas) may have made initial use more appealing to the teacher and the students (grades 6-8).

Word attack plus — 3.5

372.6 D3w 1988 I — Davidson
IBM 256k, color — 49.95
reading-vocabulary — 2-12

Teaches new words and definitions as students build vocabulary skills essential to reading and writing. Includes record-keeping system.

BerryhillEl/FL # (4); DIL/MD + (adult); ForsthyeCtrD/NC + (5-7);
1- 5.25 disk; 1- 3.5 disk; user guide

BerryhillEl/FL: I feel the vocabulary levels are too difficult for hearing impaired. This was very frustrating for my 4th grader on level 1. Impossible for independent use. It could be used as a teaching tool in a one-on-one situation. DIL/MD: It's fun and at the same time, user will learn and be motivated. Directions were quite easy to follow through. One problem I had is it wouldn't work on my computer. Another was for sentence completion; when I typed in last letter, it said to try again but the word was correct. ForsthyeCtrD/NC: This software encourages and motivates middle school level students to learn via interactive games

Word detective — 5

421 M33w 1986 I — Wings/Sunburst
IBM 128k 8088 (PC class) only, no 286, 386 or 486 — 65.00
English/language arts-basic skills — 3-adult

Provides a challenge for elementary and advanced users alike. Offers a group of letters and challenges user to form as many words as possible.

SpecNeedsLib/MD ++ (Kaplan);

Bklst 10/1/86 +; Teach and Comp 4/86 ++; Soft Rept B+;
2- 5.25 disks; user guide

SpecNeedsLib/MD: The patrons at Special Needs Library enjoyed this program a lot as it helped them with vocabulary spelling and with the formation of words.

Word finder

423.1 W6 1986 I — Microlytics
IBM 35k — 99.00
word processors-thesaurus — 9-adult

Computerized thesaurus of 90,000 synonyms for over 9,000 key words.
2- 5.25 disks; user guide; supplement

Word invasion — 3.6

372.6 W6 1984 I — DLM
IBM 128k, color — 46.00
English/language arts-grammar — 2-6

Provides practice in identifying words representing six parts of speech - nouns, pronouns, verbs, adverbs, adjectives, and prepositions.

FDLRS +; Kingston/OK + (Self); MT.MSDB + (Schwabe); SECTOR ++; COSDB # (Fleharty); DanWPeterson/UT - (Martensen); LakeDrSchHI/NJ #

(Cheskin); Rheinschule/WGermany + (Schuler); Underwood/NC ++ (Little); PerkinsSB/MA # (Buckley); CamdenCC/NJ - (Campbell/Merlino);

Elect Learn 10/83 +; J of Learn Disabilities 3/84 +; EPIE +; Soft Rept A-; MicroSIFT 9/83 +; Alberta -; NEA +;
1- 5.25 disk; user guide; student record sheet; progress chart; strategies for improvement sheet; 21 worksheets

COSDB: Can't change data to fit instructional needs. Okay for supplementary. DanWPeterson/UT: Could not slow speed down - much too fast. Too fast for my kids (2nd-4th grade readers). Format is interesting for kids, but they didn't have enough success because of speed. Underwood/NC: My high functioning students loved this program. Although it was too difficult for some of my students, the older ones loved playing the game. (grades 3-5). PerkinsSB/MA: Not enough variety in use of the program. Program was easier to operate when game paddles were used, too difficult when the keyboard was used.

Word man 2.7

372.6 W62 1984 I DLM
IBM 128k, color 46.00
reading-vocabulary 2-6

Provides user with practice in forming words with the consonant-vowel- consonant and consonant-vowel-consonant-silent e patterns.

MT.MSDB - (Gillis); Kingston/OK + (Self); FMDayEl/CO -- (Armfield); MaplewoodEl/IN + (Kingsbury); HawaiiHI # (Monikawa); Arey/IA - (Salinas/Schledewitz);

Elect Learn 10/83 +; Alberta -; Soft Rept B; MicroSIFT 6/83 +;
1- 5.25 disk; user guide; student record sheet; progress chart; strategies for improvement sheet; 21 worksheets

Word master 4.6

372.6 W67 1984 I DLM
IBM 128k, color 46.00
reading-vocabulary 2-6

Gives users practice identifying pairs of antonyms, synonyms, homonyms at three difficulty levels while racing against time.

MT.MSDB + (Schwabe); SECTOR +; Kingston/OK ++ (Self); CarlsbadHS/CA + (Gaitan); ScrantonSSD/PA ++ (Barrett); SouthEl/IA ++ (Skibsted); COSDB ++; NWSpEd/IL ++ (Klusmeyer); PoplarBluff/MO + (Rice); WaukeganHI/IL + (Yepsen); NoTrailsAEA/IA + (Anliker); CO.NECBOCES + (Bieber); MiltonEl/VT ++ (4); CousinoHS/MI ++ (9-12); WCECSU ++ (2); INSD ++ (3-5);

Elect Learn 10/83 +; EPIE +; NEA +; MicroSIFT 5/83 +; Alberta -; Soft Rept B+;
1- 5.25 disk; user guide; student record sheet; progress chart

SouthEl/IA: Excellent. Would be one I would purchase for my classroom. MaplewoodEl/IN: The flexibility of this program makes it very worthwhile. WaukeganHI/IL: Nice benefit to have worksheets. NoTrailsAEA/IA: The kids who used it enjoyed it. I thought it was good for working on vocabulary. MiltonEl/VT : I used this software with L.D. student who enjoyed it very much. A poorer reader may have difficulty with the reading level (grade 4). CousinoHS/MI: Program gives several options on same disk plus gives user ability to mix concepts. I liked the worksheets, and the additional help comments which are really geared to children. WCECSU: This program is very good for building vocabulary skills for my hearing impaired students (grade 2). INSD: We have purchased it! It really fits in so well with our ASL/ESL goals.

Word munchers

428.1 W6 1991 I MECC
IBM 512k 59.00
English/language arts-spelling 1-5

Hungry Munchers make their way around a board by feasting on simple words containing target vowel sounds. Users must direct their Muncher to "eat" words.
2- 5.35, 1- 3.5 disks; teacher's guide

Word radar 2.6

372.6 C4w 1984 I DLM
IBM 128k, color 46.00
reading-decoding skills 1-4

Provides practice in matching basic sight words by giving user the role of a control tower operator scanning words.

SECTOR +; MT.MSDB - (Gillis); CarlsbadHS/CA - (DeHaan); FSDB # (Waterman/ Hardin/Thornton); GroverCleveland/PA + (Baran); WVSD -- (Hare) - (Staley) + (Boley); KingstonPubSch/OK # (Self); MaplewoodEl/IN - (Kingsbury); SAK/NM - (Klein); SpecNeedsLib/MD - (Kaplan); NikkariEl/MI # (preK-2); CO.NECBOCES - (7, 9);

MicroSIFT 4/84 +; NEA +; Alberta -; Soft Rept B; EPIE -;
1- 5.25 disk; user guide; student record sheet; progress chart; strategies for improvement sheet; 21 worksheets

WVSD: 1) From an educational viewpoint, there is no real instruction taking place in this program. For matching sight words for basic eye-hand coordination or recognition for other kinds of visual perceptual activities, I could see using this program. With my students (HI Jr/Sr High) this is not appropriate. Also, this program really doesn't do anything. It is a game for fun; I could not say any valid teaching/learning would occur. In teaching language, I don't teach isolated words out of context. With hearing impaired students, many know the word or sign but can't use it. I can't see any valid reason for using/buying this program. This mode would be gaming. 2) Not really applicable for language arts reinforcement. I was not very impressed. I'm just not into games. This is more for eye hand coordination, using clockwise and counterclockwise movements to teach

sight words. This game the students would be able to learn to use successfully and probably enjoy. Education would not happen. 3) Good word recognition - eye and hand coordination. Students would need instruction on how to use it. I liked it for word recognition. The adjustment classes could use it for hand and eye coordination. KingstonPubSch/OK no instructions - just practice. FSDB: The teacher is able to input their own vocabulary words. There are also supplementary worksheets provided. SAK/NM: I felt the program was not appropriate for first grader and sight word recognition. Some words were too difficult - too boring for a young child. The manual dexterity of a first grader is not at a level to operate program, nor is the interest level appropriate for a first grader. SpecNeedsLib/MD: Although the objective is good, the program at its lowest speed is still too fast, frustrating students with a learning disability. The program does not have any easier way of exiting besides rebooting. NikkariEl/MI: Even the slowest pace was too fast for our young (preK-2) students. CO.NECBOCES: Very boring. The children (grades 7 and 9) didn't like it.

Work series (Survival skills series)

658.3 W6 1988 I — Aquarius
IBM 256k — 225.00
guidance-career education — 9-adult

A vocabulary section introduces each program to familiarize the user with the subject covered. Includes: How to get and hold a job; You can get the job; Self-concept and work; Earning money now; First weeks of work; Interviewing. 5th grade reading level.
6- 5.25, 6- 3.5 disks; teacher's guide

Writing skills improvement program 3.3

808.042 W7 1986 I (d) — Optimum
IBM 128k — 59.95
English/language arts-writing — 11-adult

Focuses on grammar, usage, and style. Helps teachers and other professionals pinpoint areas of writing which need improvement. Tests sentence construction.

KSU.SPED - (Seeger); IRS/IL ++ (Zoeler); CO.NECBOCES + (adult); ALSD - (11);
1- 5.25, 1- 3.5 disks; user guide; 3rd ed. Little, Brown.

KSU.SPED: Slow, tedious - vocabulary difficult for hearing impaired population. Disk should be self-booting. IRS/IL: Very helpful - lets you know exactly where you need improvement. Little, Brown handbook is very informative in itself. In addition to providing the correct answer (A to E), it would be more beneficial if it also provided an explanation as to why it is correct. CO.NECBOCES: Most schools don't have IBM's and these skills aren't that important to our hearing impaired students. ALSD: The vocabulary was very difficult.

Y

Your personal trainer for the SAT

378.1 Y3 1990 I — Davidson
IBM 512k EGA/MCGA/TGA/VGA/CGA or Hercules — 59.95
guidance-test taking — 8-12

Step-by-step approach offers personalized training programs for SAT practice with difficult subjects. Users can chart their progress using printable graphs, which include average SAT scores from specific colleges.
3- 5.25, 3- 3.5 disks; user guide; companion guide

Z

Zero in on zero (+, -) 2

513.21 Z48 1990 I — DLM
IBM 256k — 46.00
mathematics-addition/subtraction — 1-4

Offers users a way to increase skills for adding and subtracting problems that contain zeros. Addition disk has a circus theme-subtraction has a sporting event theme. Both are divided into practice session and reward session.

Oceanside/NY - (3);
2- 3.5 disks; user guide; poster

Oceanside/NY: It was a little boring to both me and my students (gr. 3). This was direct addition and subtraction problems. They get that on dittos all the time.

Zero in on zero (x, /) 4

513.21 Z4 1990 I — DLM
IBM 256k — 46.00
mathematics-multiplication/division — 1-4

Offers users a way to increase skills for multiplying and dividing problems that contain zeros. Multiplication disk has an amusement park theme-division has a music and dance theme. Both are divided into practice and reward sessions.

RinconEl/GA + (2);
2- 3.5 disks; user guide; poster

RinconEl/GA: Would consider recommending for purchase. It depends on how many students you have that need one program for one very specific skill.

9 Macintosh Subjects

ART

Scenic and architecture

BUSINESS

TYPING

Type to learn

COMPUTERS

3 in three

DESKTOP PUBLISHING

Desktop publishing for educators

EARLY LEARNING/PRESCHOOL

Katie's farm
Kid pix
McGee at the fun fair
SnapDragon
Stickybear's early learning activities

READING

Dinosaur discovery kit

EDUCATIONAL GAMES

Darwin's dilemma

ENGLISH/LANGUAGE ARTS

BASIC SKILLS

Super munchers

WRITING

Storybook weaver

GENERAL PURPOSE

AUTHOR LANGUAGES

HyperCard 2.1

GUIDANCE

COUNSELING

Choices, choices: on the playground
Choices, choices: taking responsibility
Decisions, decisions: prejudice
Space fables

HEALTH

DISEASES

Decisions, decisions: AIDS

DRUGS/ALCOHOL/TOBACCO

Decisions, decisions: substance abuse

LOGIC/PROBLEM SOLVING

Factory

MATHEMATICS

ARITHMETIC

How the west was one + three x four

BASIC SKILLS

Stickybear's math town

GEOMETRY

Geometric golfer

LOGIC/PROBLEM SOLVING

Puzzle tanks

READING

Stickybear's reading room

COMPREHENSION SKILLS

Mystery mazes
Scuffy and friends

READING READINESS

Fizz and Martina in tough krudd

SCIENCE

ANATOMY/PHYSIOLOGY

Innerbodyworks (junior ver.)

BIOLOGY/ANIMAL ORGANISMS

Dictionary of the living world

SCIENCE (cont.)

BIOLOGY/PLANT ORGANISMS

Botanical gardens

ECOLOGY/ENVIRONMENT

Decisions, decisions: environment
Field trip to the rain forest

PHYSICS

Newtonian sandbox

SOCIAL STUDIES

DECISION MAKING/VALUES

Oregon trail

GEOGRAPHY

International inspirer
Swamp gas visits Europe
Swamp gas visits the US

HISTORY

Chronos
Mac timeliner

US HISTORY

Decisions, decisions: colonization

UTILITIES

Ham
Redux

DRILL/TEST GENERATORS

Friday afternoon

WORD PROCESSORS

My words
Special writer coach
Write this way

10 Macintosh Grade Levels

This index is arranged by grade level. Titles are listed alphabetically and appear under each level for which the producer designed it.

PRESCHOOL

Dinosaur discovery kit
Fizz and Martina in tough krudd
HyperCard 2.1
Katie's farm
Kid pix
McGee at the fun fair
SnapDragon
Stickybear's early learning activities
Stickybear's reading room

KINDERGARTEN

Choices, choices: taking responsibility
Choices, choices: on the playground
Mac timeliner
Stickybear's math town
Storybook weaver

ELEMENTARY

Decisions, decisions: colonization
Decisions, decisions: environment
Decisions, decisions: prejudice
Decisions, decisions: substance abuse
Decisions, decisions: AIDS
Factory
Field trip to the rain forest
Geometric golfer
How the west was one + three x four
Innerbodyworks (junior ver.)
International inspirer
My words
Mystery mazes
Oregon trail
Puzzle tanks
Scuffy and friends
Space fables
Special writer coach
Super munchers
Type to learn
Write this way

INTERMEDIATE

Botanical gardens
Chronos
Darwin's dilemma
Dictionary of the living world
Scenic and architecture
Swamp gas visits the US
Swamp gas visits Europe

HIGH SCHOOL

Desktop publishing for educators
Ham
Newtonian sandbox
Redux
3 in three

POSTSECONDARY

Friday afternoon

11 Macintosh Software Descriptions

B

Botanical gardens

581.1 B1 1993 M — Wings/Sunburst
Mac Plus or higher, 1 meg, 800k drive, System 6.07 or higher — 79.00
science-biology/plant organisms — 6-adult

Problem solving program where users experiment with the growth of different plants while varying the environmental conditions. The results of each experiment are recorded graphically. Users learn to interpret these graphs and form hypotheses.

Classrm Comp Learn "Best of the Year"; Media and Meth

1- 3.5 disk; user guide

C

Choices, choices: on the playground 3

153.8 C1 1993 M — Tom Snyder
Mac 1meg — 99.95
guidance-counseling — K-5

A simulation about a new kid at school who doesn't seem to fit in. Will students choose to invite him to play? Which is more important-helping the new kid or pressures from peers to ignore him. Users learns cause and effect relationships.

Miller/KS # (3);

1- 3.5 disks; user guide

Miller/KS: Although the students rated this program high, I found the pictures awkward to use. Perhaps I needed more practice.

Choices, choices: taking responsibility

153.8 t1 1993 M — Tom Snyder
Mac 1meg — 99.95
guidance-counseling — K-5

Presents users with a familiar real-life situation filled with difficult choices. As they examine their options and consequences of their actions, the users develop valuable critical thinking skills and hone a decision-making process applicable daily.

1- 3.5 disks; user guide

Chronos

902 C1 1992 M — Tom Snyder
Mac 1meg — 149.95
social studies-history — 6-12

Allows user to create poster-sized time lines with color graphics, compact disk audio and digitized sound, pop-up comments and more. Teachers can use Chronos to generate dynamic outlines. Students can use it to make three dimensional reports.

1- 3.5 disk; user guide

D

Darwin's dilemma

573.2 D1 1992 M — Inline Design
Mac Plus or higher 600k w/System 6.05 or higher, hard drive, B/W or color — 49.95
educational games — 6-adult

A color puzzle game in which the user moves and merges life-form icons to work his or her way up the evolution tree. Each level brings a new puzzle to solve along with varied Rules ot Evolution. When the user gets stuck he or she can always use a Swap.

MacUser 4/91 +; MacWEEK 2/10/92 +; MacWorld 3/90 +;

1- 3.5 disk; user guide

Decisions, decisions: AIDS

616.97 D2 1992 M — Tom Snyder
Mac 1meg — 149.95
health-diseases — 5-12

Creates a non-threatening role-playing environment which makes it easier to openly discuss issues that are complex and not always easy to talk about. Users learn about and discuss issues surrounding AIDS.

1- 3.5 800k b/w disk; 1- 3.5 1.4meg color disk; 1 teacher's guide; 28 student books

Decisions, decisions: colonization

325.09 D2 1991 M — Tom Snyder
Mac 1meg — 149.95
social studies-US history — 5-12

Users role-play as President of the US. It's the future and the world is facing an urgent energy crisis. A private company has asked the President for funds to establish a colony in space where it believes it will find fuel.

Classrm Comp Learn Award of Excellence; Soft Pub Assoc Excellence Award; Elect Learn 4/91+;

1- 3.5 800k b/w disk, 1- 3.5 1.4meg color disk; 1 teacher's guide; 28 student books

Decisions, decisions: environment

574.5 D3 1991 M — Tom Snyder
Mac 1meg — 149.95
science-ecology/environment — 5-12

Role-playing as the mayor of the town of Alpine, users must tackle the population's outrage over Alpine's polluted pond. The culprit seems to be the town's big-

gest employer. Users evaluate data and opinions and decide policy.
2- 3.5 disks; teacher guide; student work book

Decisions, decisions: prejudice

153.8 D2 1992 M — Tom Snyder
Mac 1meg — 149.95
guidance-counseling — 5-12

Designed to create an non-threatening environment in which users learn and talk about prejudice, discrimination, and the processes that underlie and perpetuate them. Users take the information and skills they acquire and put them into practice.
1- 3.5 800k b/w disk; 1- 3.5 1.4meg color disk; 1 teacher's guide; 28 student books

Decisions, decisions: substance abuse

615.1 D2 1992 M — Tom Snyder
Mac 1meg — 149.95
health-drugs/alcohol/tobacco — 5-12

A role-playing simulation has users confront peer pressure, responsible versus irresponsible behavior, and relationships with authority. Users set goals, look at facts, and weigh divergent points of view.

Tech & Learn Award of Excellence; Sch Lib J 5/90+;
1- 3.5 800k b/w disk; 1- 3.5 1.4meg color disk; 1 teacher's guide; 28 student books

Desktop publishing for educators

686.225 1987 M — MECC
Mac — 59.00
desktop publishing — 9-adult

Introduction to desktop publishing on the Macintosh. For users of Aldus' Pagemaker. Includes data disk but Pagemaker is not part of this package.
1- 3.5 disk; teacher's guide

Dictionary of the living world

503.074 D 1992 M — Compton's
Mac LC or higher 4meg w/System 6.0.7 or higher, CD-ROM and color. — 149.95
science-biology/animal organisms — 6-adult

Offers a complete dictionary describing numerous biological terms and hundreds of photos, full-motion video, sounds and maps. Includes 2,600 detailed files on over 5,000 species.
1- CD-ROM; user guide

Dinosaur discovery kit — 4

567.91 D5 1986 M — First Byte
Mac 512k, Plus, Classic & SE (not Mac II or LC) — 39.00
early learning/preschool-reading — preK-3

Provides practice in early reading skills such as picture-word connections, simple sentences, short stories, visual discrimination, color discrimination, problem solving and decision making.

Covington/VA ++ (9); ADEPT/TX # (2);
Only the Best;
1- 3.5 disk; user guide

Covington/VA: Student interest level is very high. Program is flexible enough to accommodate lower reading levels, and motivate students (gr. 9) with more skills. Nice graphics. ADEPT/TX: It required someone to be with the students to help them read because they could not hear the computer speak. The student (grade 2) enjoyed all parts of this program but could not use the software alone do to not being able to read all the words.

F

Factory — 3.5

153.43 K6f 1992 M — Wings/Sunburst
Mac 1meg — 79.00
logic/problem solving — 4-adult

Using color graphics and animation, this three-level program challenges the user to reconstruct a finished product by designing the appropriate factory assembly line.

FDLRS +; MT.MSDB + (Gillis); ElmCreekLib/KS + (Robinson); ScrantonSSD/PA + (Barrett); COSDB ++ (Roadruck); BrunsonJHS/SC ++ (Plemons); WCentral/OH + (Seabold); CarsonJHS/AZ - (O'Neal); GrJunc/CO + (Dean); KLC/MA - (gr. 6-8); StoneCo/MS -- (6-8); JFRhodesHS/OH + (10-12);
CEC Hon Mention 1983; Instructor 4/85 p.91 +; Classrm Comp Learn 10/83 + Crseware Rept Card 6/83 +; EPIE; Chime Newsletter 8-9/83 +; Soft Rept A;
1- 3.5 disk; user guide

MT.MSDB: Creative, stimulating software program. COSDB: Dimensions wonderful - high interest. CarsonJHS/AZ: Objective of program was not clear. Very little positive reinforcement for positive responses. More examples should be given so the objective is more clear. Our students (grades 7-9) had difficult figuring out what they were supposed to do. GrJunc/CO: All may students (grades 4-12) enjoyed this software. It makes them think and plan ahead. Speed of the graphics could be increased to make it more user friendly. KLC/MA: I found this difficult to use and cannot imagine my students who have language and reading comprehension problems, attempting it. StoneCo/MS: Directions were unclear. Too difficult for my students (gr. 6-8) and low interest level. JFRhodesHS/OH: This program kept students' interest. They enjoyed competing with one another to make a product. For students with little knowledge of measuring in degrees, it would have helped if the program had included instructions on this information.

Field trip to the rain forest

574.5 F1 1991 M — Wings/Sunburst

Mac 2meg, 800k drive, System 6.07 or higher 99.00
science-ecology/environment 2-10
Simulation that allows users to explore the environment of the Central American rain forest. Users search and sort among the vertebrates, invertebrates, and plants; connect to a Field Guide; and follow a food chain.
Comp Teach 11/92 +;
2- 3.5 disks; user guide

Fizz and Martina in tough krudd
421 F1 1993 M Tom Snyder
Mac 2meg 59.95
reading-reading readiness preK-3
An animated interactive story that lets the user choose what will happen. Allows printing of stories and user can turn his or her story into a movie with sound.
3- 3.5 disks; user guide

Friday afternoon 5
372.6 F1 1992 M Hartley
Mac 4meg, System 7.0 or higher, hard drive space 99.95
utilities-drill/test generators 13-adult
Teacher utility that includes a data builder, which allows for easy creation, modification, merge and transfer of word lists from which to build activities for any subject at any grade level.
CO.NECBOCES ++ (adult);
Chime Newsletter 11-12/87; Soft Rept 1987 +;
3- 3.5 disks; teacher's manual
CO.NECBOCES: Will be great to use for vocabulary development.

G

Geometric golfer
516 G1 1992 M MECC
Mac + or greater, 1Meg for monochrome, 1.5Meg or more for color, System 6.0.7 69.00
mathematics-geometry 5-12
Introducing, applying or reviewing transformations. Features graphics and sounds much like regular golf. Enables students to slide, flip, rotate, or reflect the polygon as they try to place it in the hole with the least number of strokes.
2- 3.5 disks; teacher's guide

H

Ham
005 H1 1992 M Inline Design
Mac 1meg w/System 7 or higher, hard drive 79.95
utilities 9-adult
HAM allows the user to easily choose which items appear in his or her menu and even change the order they appear. HAM automatically adds most recently used files, folders, applications and servers to the menu.
MacWEEK 1/13/92 +; MacWEEK 2/10/92 +; MacWorld 3/90 +;
1- 3.5 disk; user guide

How the west was one + three x four
513.21 H1 1993 M Sunburst
Mac 1meg, System 6.05 or greater 79.00
mathematics-arithmetic 4-12
A math strategy game in which the users are introduced to the order of operations and the importance of using parentheses as they expand their problem-solving strategies. Reading is at the third grade level.
Classrm Comp Learn 5-6/88 +; Sch Lib J 5/88 +; Comp Teach 5/88 +; Ed Soft Preview Guide 1988 +;
1- 3.5 disk; teacher's guide

HyperCard 2.1
001.6 H5 1991 M Claris
Mac Plus, SE, Classic, or II; System 6.0.5 w/1meg; System 7 w/2meg 99.95
general purpose-author languages preK-adult
Allows user to customize storage and retrieval of both text and graphics making organization of large amounts of information easy. Use the mouse to point and click wherever text or graphics are needed. Links a card to any other card by use of buttons.
Closing the Gap 2-3/93;
5- 3.5 disks; 6- guides

I

Innerbodyworks (junior ver.)
611 I1 1991 M Tom Snyder
Mac 1meg 149.95
science-anatomy/physiology 4-6
An interactive database that simulates a voyage through the body. Every major system and hundreds of body parts are included. Can be used in presentation or game mode. Covers effects of smoking and alcohol on human body. Terms are in everyday language.
Only the Best 1993; Bklst 6/1/91; Sch Sci & Math 5/6-9; Sci & Children 5/91
2- 3.5 disks; teacher guide; student work book

International inspirer
325.09 D2 1993 M Tom Snyder
Mac 1meg, hard disk 149.95
social studies-geography 4-12
Geography game that covers more than 188 nations. Includes: interpretation of maps, charts and graphs, demographic, political, historic, economic and physical characteristics, environment, health, culture and daily life.
1- 3.5 1meg color&b/w disk; 1 teacher's guide; 28 student books

K

Katie's farm 5

153.4 K3 1990 M Davidson
Mac 512e/Plus/SE/II Color on Mac II 24.95
early learning/preschool preK-1

Designed to encourage exploration and language development, this no-words program incorporates animation and digitized sound. Katie feeds the chickens and gathers eggs. Aunt Thelma milks the cow and the children go fishing in the pond.

CO.NECBOCES + + (preK);
Closing the Gap 2-3/93
3- 3.5 disks; parent/teacher guide

CO.NECBOCES: Sound quality is good and concept development is great. We have a lot of low language functioning preschoolers.

Kid pix

741.2 K2 1991 M Broderbund
Mac System 6: 1meg/mono, 2/color; System 7: 2meg/mono, 4meg/color 69.95
early learning/preschool preK-8

A paint program designed for kids. Includes sound effects, patterns that burst into color, brushes that paint in funny ways and mystery tools that yield surprising results.
2- 3.5 disks; teacher's guide; user guide

M

Mac timeliner 4

115 S6t 1990 M Tom Snyder
Mac 1meg System 3.2 or higher 69.95
social studies-history K-12

Allows users to design and print time lines of any length for any sequence of events, personal or historical. It allows user to create visual representations of almost any relative relationship: measure sizes, speeds, weights, distances and more.

Tech and Learn 11-12/90 +;
1- 3.5 disk; user guide

McGee at the fun fair 5

153.4 M3 1990 M Davidson
Mac 24.95
early learning/preschool preK-1

There are no words in this program so non-readers can run it by themselves. All necessary data is kept on a second disk. MeGee and family find themselves in a park. User can pick from three choices where McGee should go.

CO.NECBOCES + + (preK);
Closing the Gap 2-3/93
3- 3.5 disks; parent/teacher guide

CO.NECBOCES: We already own one and are thinking of getting more.

My words 4

652.5 M1 1993 M Hartley
Mac Plus or higher, System 6.0.7 or higher, 2 meg min. hard drive space 69.95
word processors 3-adult

Designed for the most reluctant writer. Provides features like synthesized speech, sound effects, color, word banks, and more. Allows users to write without knowing how to spell or type. Includes teacher-modifiable word banks.

CO.NECBOCES + (7, 11);
3- 3.5 disks; teacher's guide

Mystery mazes

428.4 M9 1993 M Educational Act.
Mac w/Hypercard 2 or higher 149.00
reading-comprehension skills 4-12

Students must use their reasoning and note-taking skills to unravel each mystery as they become detectives (and suspects). Students become participants in facing obstacles and surprises as they cope with traps and changing clues in each game.
9- 3.5 disks; teacher's guide

N

Newtonian sandbox 4

621 N41 1992 M Wings/Sunburst
Mac 1meg, 800k drive, System 6.07 or higher 85.00
science-physics 9-adult

This program provides users with a new approach to the study of the physics of motion phenomena such as ballistic trajectories, one- and tow-dimensional oscillators, and planetary orbits.

CO.NECBOCES + (11-12);
1- 3.5 disk; user guide

CO.NECBOCES: Too specific.

O

Oregon trail 4.4

979.5 O6 1991 M MECC
Mac + or greater, 1Meg RAM or more, System 6.0.2 or higher 69.00
social studies-decision making/values 5-adult

Users pretend to be easterners preparing to head west. They make decisions on what to bring, when to leave, how to ration, etc.

WISD +; KLC/MA + + (Wasserman); ClementsJHS/VA + (6-9); UWay/FL + (8); CibolaHS/AZ + (9-12);
Only the Best; Classrm Comp Learn 10/86 + & "Best of the Decade 5-6/90;
2- 3.5 disks; teacher's guide

KLC/MA: A super program! It's excellent for: history, decision-making skills, and reading comprehension.

The graphics were excellent and the supplemental materials were superb. ClementsJHS/VA: The kids (grades 6-9) loved it! CibolaHS/AZ: This is a good program to help with decision making skills.

P

Puzzle tanks

153.4 P1 1992 M — Wings/Sunburst
Mac 1meg — 79.00
mathematics-logic/problem solving — 3-adult

Users are given two tanks, each of a set capacity that is randomly chosen by the computer, and a storage tank. The challenge: by filling tanks, emptying tanks, and transferring from tank to tank they must finally arrive at a target amount.

Bklst; Curr Prod News;
1- 3.5 disk; user guide

R

Redux

005.4 R4 1992 M — Inline Design
Mac 1meg w/System 6 or higher, hard drive — 79.95
utilities — 9-adult

Redux lets user determine what gets backed up-the whole disk, several folders, or only certain files. Re-uses backup disks and will verify backup disks. Features built-in scripting language to allow user to customize.

MacWorld 3/90 +; MacWEEK 2/10/92 +;
1- 3.5 disk; user guide

S

Scenic and architecture

720. S 1992 M — Compton's
Mac LCII or higher 2meg w/System 6.0.7 or higher, CD-ROM drive and color — 49.95
art — 6-adult

Contains a variety of copyright-free color photographs specifically designed for use in desktop publishing and multimedia presentations. The images represent architecture in city and provincial settings from around the world. TIFF and PICT formats.
1- CD-ROM

Scuffy and friends — 4.5

428.4 S1 1993 M — Hartley
Mac 4meg, System 7.0 or higher, 11 meg min. hard drive space — 69.95
reading-comprehension skills — 1

Program is written for an early first-grade level. Stories are short and controlled vocabulary is used. Consonant-vowel-consonant words are emphasized, although the stories also include many Dolch words. The sight word are frequently repeated.

ConnSENSE +; CO.NECBOCES + + (adult);
Chime Newsletter 11-12/87; Soft Rept 1987 +;
5- 3.5 disks; teacher's guide

CO.NECBOCES: Sound is not as good as other programs - very stiff and robot-like.

SnapDragon — 5

025.3 M3 1993 M — MECC
Mac 1meg, System 6.0.5 or higher, hard disk — 59.95
early learning/preschool — preK-1

Provides an open discovery environment in which young children can explore the concept of classification by sorting between four and ten objects according to objective and subjective criteria in six scenes.

CO.NECBOCES + + (preK);
3- 3.5 disks; teacher's guide

CO.NECBOCES: We loved this program! We are definitely going to order one for purchase. Sound is great. Animation and color are wonderful. Our student loved this and I did, too!

Space fables

153.8 S1 1993 M — Hartley
Mac II series, Quadra or Performa families, Sys 7 or higher, 2.5meg, CD-ROM — 89.95
guidance-counseling — 3-8

Explores issues our society faces today in the guise of stories about people from fantasy planets. The characters deal with prejudice about their differences, respond to ignorance surrounding illness, and learn to cooperate with each other, etc.
1- CD-ROM; teacher's guide

Special writer coach

652.5 S1 1990 M — Tom Snyder
Mac 1meg — 69.95
word processors — 2-adult

Designed specifically for a teacher or tutor who is trying to help students who have trouble writing. Students, finally able to say, "I wrote it myself," gain a tremendous sense of self-confidence, inspiring in them further steps towards success.

Closing the Gap 2-3/93
1- 3.5 disk; teacher guide

Stickybear's early learning activities — 5

153.4 S3 1993 M — Optimum
Mac color; HD drive and Hard Drive; 2 meg RAM for 6.07; 4 meg RAM for Sys 7 — 59.95
early learning/preschool — preK.-1

Includes six learning readiness activities: Alphabet, Counting, Grouping, Shapes, Opposites, and Colors.

UWay/FL + + (preK); CO.NECBOCES + + (preK);
3- 3.5 disks; user guide

CO.NECBOCES: Loved it!

Stickybear's math town

513 S2 1993 M — Optimum
Mac color or B/W, HD drive and Hard Drive; 2 meg RAM for 6.07; 4 for Sys 7 — 59.95
mathematics-basic skills — K-5

User choose one of several unique locations as the backdrop for math problems and word problems. Six transparent levels of difficulty provide motivating math and thinking skills practice. Addition, subtraction, multiplication and division are included.
2- 3.5 disks; user guide

Stickybear's reading room — 5

428.4 S84 1991 M — Optimum
Mac w/hard disk, system 6.0.7 or later, 2 Mb RAM etc. — 59.95
reading — preK-3

English and Spanish reading activities. Text and speech selections are interchangeable. Contains on-line help screens and report cards to track users progress. User can print the sentences they create. Voice can be on or off.

UWay/FL ++ (K-8); CO.NECBOCES ++ (preK-K)
4- 3.5 disks; user guide

Storybook weaver — 4

808.042 S7 1992 M — MECC
Mac + or greater, 1Meg or more, System 6.0.7 or later — 69.00
English/language arts-writing — K-2

Users create their own storybooks by weaving together the arts of writing, reading and illustrating.

NikkariEL/MI + (1-4); ClementsJHS/VA + (6-8);
4- 3.5 disks; teacher's guide

NikkariEL/MI: My students enjoyed creating their own stories. Teacher assistance was necessary for them (gr. 1-4) to use this, however.

Super munchers — 5

794.8 S 1991 M — MECC
Mac + or greater, 1Meg, System 6.0.2 or higher — 69.00
English/language arts-basic skills — 3-adult

An adventure game that centers around a contest, whereby, if users "munch" enough correct answers and avoid devious Troggles, they could earn a place in the Hall of Heroes. Users learn facts in scores of subjects.

UWay/FL ++ (6-8); CibolaHS/AZ ++ (9-12);
2- 3.5 disks; teacher's guide

UWay/FL: Great categorization activity. Children made every effort to play it at every opportunity. No graphics linked to vocabulary so unfamiliar words difficult to deal with. CibolaHS/AZ: I found this excellent for reinforcement of vocabulary and intro to new vocabulary (grades 9-12).

Swamp gas visits Europe — 4.7

914 S 1992 M — Inline Design
Mac w/2 Meg RAM (for color), hard disk, Sys. 6.05 or higher — 59.95
social studies-geography — 6-adult

An animated game that teachers European geography. An extraterrestrial lands in Europe and must visit a number of states, cities, and landmarks. User chooses itinerary and must answer geography questions while moving place to place. Includes games.

ALSD ++ (8-12); PortByronMS/NY + (6-8);
UWay/FL ++ (8);
2- 3.5 disks; user guide; brochure

ALSD: The students (grades 8-12) were extremely motivated to learn the locations of the countries in order to be able to play the games. The games being of the arcade type provide a strong motive for the student to be the first to complete his mission. There are three levels of difficulty and up to 4 people can play at once. The graphics are excellent and the software is very intriguing and self-motivating. The students did not want to leave the computer lab! the only drawback was the clarity of the manual. The directions could have been written more clearly and the inclusion of a map with a suggested study guide would be beneficial. The authors assume the user is familiar with a map of Europe. PortByronMS/NY: Good educational use of graphics.

Swamp gas visits the US — 4.5

917.3 S 1992 M — Inline Design
Mac w/2 Meg RAM (for color), hard disk, Sys. 6.05 or higher — 49.95
social studies-geography — 6-adult

An animated game that teachers US geography. An extraterrestrial lands in the US and must visit a number of states, cities, and landmarks. User chooses itinerary and must answer geography questions while moving place to place. Includes games as rewards.

ALSD ++ (8-12); PortByronMS/NY + (6-8);
WrangellJSHS/AK + (6); UWay/FL ++ (8);
MacUser +;
1- 3.5 disk; user guide; brochure

ALSD: The students (grades 8-12) really enjoyed this software. It has arcade type games as a reward for completion of the user's mission. Up to four players can play at one time. The graphics and sound effects are excellent. The students are self-motivated to learn the states, capitals and answer the questions correctly. PortByronMS/NY: The graphics and material are very appealing. WrangellJSHS/AK: The students enjoyed this and they were motivated to learn the content. However they were confused about how to start playing.

T

3 in three — 4

005.1 T 1992 M — Inline Design

Mac w/2 Meg RAM (for color), hard disk, Sys. 6.05 or higher 49.95
computers-general 9-adult

An animated puzzle. A number "3" has become lost inside the CPU of a computer, and she wants to find her way back to the spreadsheet. To help her on her way, the user must solve brain-teasing puzzles.

ALSD + (8-12); PortByronMS/NY + (6-8); CO.NECBOCES + (11-12);

MacUser 10/91 ++; Only the Best;

1- 3.5 disk; user guide; brochure

ALSD: This program was difficult to enter into because of the lack of information given but once we figured out the objective, we couldn't get the students (grades 8-12) or the staff out of the computer room! This program proved to be very interesting and self-motivating. It is very motivational and each puzzle has a different skill involved. Some have little information and deciphering the clues is part of some of the puzzles. This is great for average to higher level students. A wide range of analytical skills in involved. A more complete manual with answers to the word puzzles would be most helpful in preventing a student from becoming frustrated. You cannot go forward to another puzzle if you have not completed the one you are attempting. You are "stuck" until you figure it out or you can start over. We had students and staff coming after school to use this software. PortByronMS/NY: It is an interesting puzzle game. CO.NECBOCES: Too specific and above the level of the students that I work with.

Type to learn

652.3 T1 1991 M Wings/Sunburst
Mac 1 meg, 800k drive, System 6.07 or higher 129.00
business-typing 2-adult

Special features include: primary and advanced vocabulary levels; teacher's options to individualize speed and accuracy goals; animated hands to help teach and correct errors; mini word processor; record keeping.

2- 3.5 disks; user guide

W

Write this way

652.5 W1 1993 M Hartley
Mac 4meg, System 6.0.7 or higher 194.95
word processors 3-adult

Word processor designed to recognize specific language problems. When users type in words or sentences, the program determines whether there are spelling or grammatical errors and indicates these to the user. Designed for deaf/hard of hearing and learning disabled.

2- 3.5 disks; user guide.

12 Vendors

The vendors for the majority of titles in the *Software To Go* collection are listed below. Most of these companies sell only their own software while others distribute the products from a variety of publishers. Changes in the industry occur rapidly making it wise to call or write to the appropriate vendor before ordering.

Wherever known, we mark a title's commercial discontinuation with the designation (d) in the descriptions sections of this book. Although these programs may no longer be available for purchse from the vendor, *STG* will continue to loan them until they cease to be useful.

The last two sections of this chapter list additional vendors and distributors of public domain and shareware software.

We would like to thank the following vendors for their generous donations of software to the *STG* collection.

Aquarius Instructional
Compass Software
Didatech
DLM
Educational Activities
Egghead Discount Software
Hartley Courseware
I/CT
Inline Design
MECC
Optimum Resources
Teacher Support
Tom Snyder Productions

Accent
Accent Software
4546 El Camino Real Suite S
Los Altos, CA 94022
415/949 2711

Active Learn.
Active Learning Systems
5365 Avenida Encinas,
Ste. J
Carlsbad, CA 92008
800/423 0818 or 619/931 7784

Activision
Activision, Inc.
11440 San Vicente Blvd.
Ste. 300
Los Angeles CA 90049
800/477 3650 or 310/207 4500

Addison
Addison-Wesley Publishing Co.
1 Jacob Way
Reading, PA 01867
800/447 2226

Advanced Ideas
Advanced Ideas, Inc.
591 Redwood Highway
Mill Valley, CA 94941
415/388 2430

Alphnetics
Alphanetics Software
PO Box 339
Forrestville, CA 95436
707/887 7237

Allegro
(see Egghead)

Am. Lang. Ac.
American Language Academy
1401 Rockville Pike, Ste. 550
Rockville, MD 20852
800/346 3469 or 301/309 1400

Amidon
Amidon Publications
1966 Benson Ave.
St. Paul, MN 55116-3299
800/328 6502 or 612/690 2401

Aquarius
Aquarius Instructional
PO Box 128
Indian Rocks Beach, FL 34635
800/338 2644 or 813/595 7890

Avant-Garde
Avant-Garde Creations
37B Commercial Blvd
Novato, CA 94947
415/883 8083

Avery
Avery-Dennison Consumer Service
20955 Pathfinder Rd.
Diamond Bar CA 91765-4000
800/252 8379

BLOC
BLOC Development Corp.
800 SW 37th Ave. Suite 765
Coral Gables, FL 33134
800/888 2562

Barron's
Barron's
PO Box 8040 250 Wireless Blvd.
Hauppauge, NY 11788
800/645 3476

Baudville
Baudville Inc.
5380 52nd St. SE
Grand Rapids MI 49512
800/728 0888 or 616/698 0888

Bertamax
Bertamax, Inc.
2901 T Ave. Unit #2
Anacortes, WA 98221
206/293 1978

Borland
Borland International
1800 Green Hills Rd
Scotts Valley, CA 95066
800/331 0877 or 408/438 8400

BrainBank
BrainBank, Inc.
175 Fifth Ave. Suite 2460

New York, NY 10010
212/777 7035

Britannica
Britannica Software
310 S. Michigan
Chicago IL 60604
800/554 9862 or 800/668 1644
(Canada)

Broderbund
Broderbund Software
PO Box 6121 500 Redwood Blvd
Novato, CA 94948-6121
800/521 6263 or 415/382 4600

Brown Bag
Brown Bag Software, Inc.
2155 S. Bascom Ave. Ste 114
Campbell CA 95008
408/559 4545

ButtonWare
ButtonWare, Inc.
PO Box 5786
Bellevue, WA 98006
206/454 0479

C & C
C & C Software
5713 Kentford Circle
Wichita, KS 67208
316/682 2699 or 800/752 2086

Cambridge
Cambridge Development Lab
86 West St.
Waltham, MA 02154
800/637 0047, 617 890 4640

CEEDE
Center for Educational Experience Development
218 Linquist Ctr.
University of Iowa
Iowa City, IA 52242

Chariot
Chariot Software
3659 India St. Suite 100
San Diego, CA 92103
800/800 4540 or 619/298 0202

Claris
Claris Ssoftware
5201 Patrick Henry Box 56168
Santa Clara CA 95052-8168
800/747 7483 or 408/987 7000

College B.
College Board
PO Box 886 45 Columbus Ave.
New York, NY 10023-6992
212/713 8250

Compass
Compass Software
PO Box 2524
Bloominton IN 47402-2524
812/876 3361

Compton's
DesignWare/EduWare/Compton's
2320 Camino Vida Roble
Carlsbad CA 92009
800/572 2272 or 619/929 2626

Compu-Tations
Compu-Tations Inc.
PO Box 487
Southfield, MI 48037
800/345 2964 or 313/689 5059

Compu-Teach
Compu-Teach Inc.
16541 Redmond Wat Ste. 137C
Redmond, WA 98052
800/448 3224 or 203/777 7738

Conduit
Conduit
U of Iowa, Oakdale Campus
Iowa City, IA 52242
800/365 9774 or 319/335 4100

CUE SoftSwap
CUE SoftSwap
1210 Marina Village Pky
Alameda, CA 94501
510/814 6638

D. C. Heath
D. C. Heath & Co.
125 Spring St.
Lexington MA 02173
800/421 2009 or 508/263 6996

Data Assist
Data Assist
659-H Lakeview Plaza
Columbus, OH 43085
614/888 8088

Data Command
Data Command
PO Box 548
Kankakee, IL 60901
800/528 7390 or 815/933 7735

Data Trans.
Data Transforms
616 Washington St. Suite 106
Denver, CO 80203
303/832 1501

Davidson
Davidson & Associates
19840 Pioneer Ave.
Torrance, CA 90503
800/545 7677 or 213/534 4070

Decision Devel.
Decision Development.
2680 Bishop Dr. Suite 122
San Ramon, CA 94583
800/800 4332 or 510/830 8896

Delrina
Delrina Technology
6830 Via Del Oro
Suite #240
San Jose CA 95119
408/363 2345

Didatech
Didatech Software, Ltd.
200-4250 Dawson St.
Burnaby, BC V5C 4B1 Ca
800/665 0667 or 604/299 4435

DLM/SRA
DLM/SRA
250 Old Wilson Bridge Rd.
Ste. 310
Worthington, OH 43085
614/438-6602

E&IS
E&IS SignWare
PO Box 521
206 Angie Dr.
Cedar Falls, IA 50613
fax 319/266 7800

EBSCO
EBSCO Curriculum Materials
PO Box 486
Birmingham, AL 35201
800/633 8623 or 205/991 6600
fax:9911482

Earthware
Earthware Computer Services
BOx 30039, 2386 Spring Blvd.
Eugene, OR 97403
503/344 3383

Edmark
Edmark (formerly Dormac)
PO Box 3218
Redmond, WA 98073-3218
800/426 0856 or 206/556 8400

Egghead
Egghead Discount Software
PO Box 7004
Issaquah, WA 98027-7004
800/344 4323

Electronic Arts
Electronic Arts
Direct Sales PO Box 7530
San Mateo, CA 94403
800/245 4525 or 415/571 7171

Electronic Crsewr.
Electronic Courseware Systems
1210 Lancaster Dr.
Champaign, IL 61821
217/359 7099

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Educational Activities, Inc.
1937 Grand Ave.
Baldwin, NY 11510
800/645 3739 or 516/223 4666

Facts on File
Facts on File, Inc.
460 Park Ave. South
New York, NY 10016-7382
800/322 8755 or 800/443 8323

Fischer Grafix
Fischer Grafix & Software
PO Box 606
Midway City CA 92655

Focus Media
Focus Media, Inc.
485 So. Broadway Suite 12
Hicksville, NY 11801
800/645 8989 or 516/931 2500

Friendly
Friendly Soft Inc.
3638 W. Pioneer Pkwy
Arlington, TX 76013
817/277 9378

Gamco
Gamco Industries
Box 1911
Big Spring, TX 79721
800/351 1404 or 800/447 1516 or
915/267

George Earl
George Earl
1302 S. General McMullen
San Antonio, TX 78237
512/434 3681

Gessler
Gessler Publishing Co.
55 W. 13th St.
New York NY 10011
800/456 5825 or 212/627 0099

Harcourt
Harcourt Brace Jovanvich
PO Box 61227
Dallas TX 75261-2267
800/777 2606

Hartley
Hartley Courseware
3001 Coolidge Rd. Suite 400
East Lansing MI 48823
800/247 1380 or 517/333 5300

Houghton
Houghton Mifflin Co.
One Memorial Drive
Cambridge MA 02178
800/992 5121

I/CT
I/CT Instructional Comm. Tech.
10 Stepar Place
Huntingon Station, NY 11746
516/549 3000 or 800/225 5428

IBM
IBM Direct/Eduquest
411 Eagle View Blvd.
Exton PA 19341
800/795 5327 or 800/769 8322

Imperial
Imperial International
(see Data Command)

Individual
Individual
5870 Stone Ridge Dr. Ste. 1
Pleasanton CA 94588
800/331 3313

Inline
Inline Design, Inc.
308 Main St.
Lakeville CT 06039-1204
800/453 7671 or 203/435-4995

Island
Island Software
Box 300 Dept. B
Lake Grove, NY 11755
516/585 3755

J & S Software
J & S Software
14 Maple St.
Port Washington, NY 11050
516/767 0393

JMH Software
JMH Software
7200 Hemlock Lane
Maple Grove, MN 55369
612/424 5464

K-12 Micro
K-12 Micro Media
6 Arrow Rd.
Ramsey, NJ 07446
800/292 1997 or 201/825 8888

Lawrence
Lawrence Productions
1800 S. 35th St.
Galesburg Mi 49078
800/421 4157 or 616/665 7075

Learnco
Learnco, Inc.
Box L
Exeter, NH 03833
800/542 0026 or 603/778 0813

Learning Co.
Learning Company
6493 Kaiser Dr.
Fremont, CA 94555
800/852 2255 or 510/792 2101

Learning Well
Learning Well
2200 Marcus Ave.
New Hyde Park, NY 11040
516/326 2101

Looking Glass
Looking Glass Software
276 E. Howard
Des Plaines, IL 60018
800/545 5457

MCE
(see Lawrence)

MECC
MECC
6160 Summit Dr. North
Minneapolis MN 55430-4003
800/685-6322 or 612/569-1500
or 1678

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MarshMedia
PO Box 8082
Shawnee Mission KS 66208
800/821 3303 or 816/523 1059

McNeil
McNeil Associates
101 Glendale Rd
Exton, PA 19341
215/363 1127

Media Basics
Media Basics
Lighthouse Square
Guilford CT 06437
800/542 2505

Media Materials
Media Materials, Inc.
1821 Portal St.
Baltimore MD 21224
410/633 0730

Merit Audio Visual
Merit Audio Visual
PO Box 392
New York, NY 10024
212/787 4766

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Merit Software
13707 Gamma Rd.
Dallas, TX 75244
800/238 4277 or 214/385 2351

Micro Power
Micro Power and Light
12820 Hillcrest Rd #219
Dallas, TX 75230
214/553 0105

Microlytics
Microlytics
2 Toby Village Office Park
Pittsford NY 14534
800/828 6293 or 716/284 9150

Microsoft
Microsoft Corp.
One Microsoft Way
Redmond, WA 98052-6399
800/227 4679

Microsystems
Microsystems Software, Inc.
600 Worcester Rd.
Framingham MA 01701
800/828 2600

Milliken
Milliken Publishing Co.
1100 Research Blvd Box 21579
St. Louis, MO 63132-0579
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Mindplay
3130 No. Dodge Blvd.
Tucson, AZ 85716-1726
800/221 7911 or 602/322 6365

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Mindscape, Inc.
Div. of SVE, Dept. K 1345 W. Diversey Pkwy
Chicago, IL 60614-1299
800/829 1900 or 312/480 7667

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2021 K St. NW
Washington, DC 20006
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Concord, MA 01742
617/371 1660

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Optimum Resource, Inc.
5 Hiltech Lane
Hilton Head Island SC 29926
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Orange Juice
Orange Juice Software
629 So. Arch St.
New Richmond, WI 54017
715/246 3588

Parrot
Parrot Software
190 Sandy Ridge Rd.
State College, PA 16803
814/237 7282

Petersen's
Petersen's
202 Carnegie Center
Princeton, NJ 08543-2123
800/338 3282 or 609/243 9111

Power Up
Power Up (Channelmark)
PO Box 7600
San Mateo, CA 94403-7600
800/851 2917 or 415/345 5900

Prentice Associates
(see Scholastic)

Prentice Hall
Prentice Hall
PO Box 2649
Columbus OH 43216
800/848 9500 or 201/592 2541

Quality
Quality Computers
20200 Nine Mile Rd. PO Box 665
St. Clair Shores MI 48080
800/777 3642 or 313/774 7200

Queue
Queue, Inc.
338 Commerce Dr.
Fairfield, CT 05430
800/232 2224 or 203/335 0908

Res. Des.
Research Design Associates, Inc.
35 Crooked Hill Rd., Ste 200
Commack NY 11725
516/499 0053

Ritam
Ritam Corp.
1701 South Main PO Box 1180
Fairfield, CT 52556
515/472 8262

Rolodex
Rolodex

245 Secaucus Rd.
Secaucus, NJ 07094
201/348 3939

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2931 E. McCarty
Jefferson City MO 65102
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101 Hill Rd.
Aberdeen, WA 98520
206/532 3477

Sierra
Sierra On-line
PO Box 485
Coarsegold, CA 93614
209/683 8989

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Skills Bank
825D Hammonds Ferry Rd.
Linthicum, MD 21090-1301
800/451 5726 or 301/426 4460

Soft. Labs
Software Labs
100 Corporate Pointe, St. 195
Culver City CA 90231
800/569 7900 or 310/410 3040

SoftLogic
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1 Perimeter Rd.
Manchester, NH 03103
603/644 5555

Software Pub
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1901 Landings Dr.
Mountain View, CA 94043
415/962 8901

Software Toolworks
Software Toolworks
60 Leveroni Ct.
Novato CA 94949
415/883 3000

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South-Western
4770 Duke Dr. Suite 200
Mason, OH 45040
800/543 0487

SouthWest EdPsych
SouthWest EdPsych
2001 W Silvergate Dr.
Chandler, AZ 85224-1201
602/491 5153

Spinnaker
Spinnaker (Softkey)
201 Broadway, 6th Fl.
Cambridge, MA 02139
800/826 0706 or617/494 1200

Springboard
(see Spinnaker)

SRA
SRA
155 No. Wacker Dr.
Chicago, IL 60606
800/621 0476

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Starlite
PO Box 370
Port Hadlock WA 98339
800/888 8088 or 206/285 2289

Student Aware.
Student Awareness
PO Box 18134
Portland, OR 97218
503/287 3530

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SubLOGIC
501 Kenyon Rd.
Champaign, IL 61820
217/359 8482

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Sunburst/Wings
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Pleasantville NY 10570-0100
800/321 7511

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SVE, Inc.
1345 Diversey Pkwy
Chicago, IL 60614
800/829 1900 or 312/525 1500

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Rochester, NY 14618
716/381 5450

Teacher Support
Teacher Support
1035 N.W. 57th St.
Gainseville, FL 32605-4486
800/228 2871

Teacher's Institute
Teacher's Institute for Special Ed.
2947 Bayside Ct.
Wantagh, NY 11793
516/781 2020

Terrapin
Terrapin
400 Riverside St.
Portland, ME 04103
800/972 8200 or 207/878 8200

Timeworks
Timeworks
625 Academy Dr.
Northbrook, IL 60062
800/535 9497 or 708/559 1300

Tom Snyder
Tom Snyder Productions
80 Coolidge Hill Rd.
Watertown, MA 02172
800/342 0236 or 617/876 4433

Troll
Troll
100 Corporate Dr.
Mahway, NJ 07430
201/529 4000

Unicorn
Unicorn Software
6000 S. Eastern Ave.
Bldg 10 Ste. I
Las Vegas, NV 89119
702/597 0818

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Ventura Educational Systmes
910 Ramona Ave. Ste E
Grover Beach CA 93433
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William K. Bradford Co.
310 School St.
Acton MA 01720
800/421 2009

Wings
(see Sunburst)

Winners
Winners Circle
183 East Main St. Suite 1331
Rochester NY 14604
716/325 6493

WordPerfect
WordPerfect Corp.
1555 No. Technology Way
Orem, UT 84057
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Zephyr
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800/554 9903

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800/933 1933 or 414/685 5707

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Woodland Hills, CA 91364
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Elgin, IL 60123
800/624 2926 or 708/888 8300

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Fort Atkinson, WI 53538-0800
414/563 9571 or 800/558 2110

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Encino, CA 91416-8890
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1915 Huguenot Rd.
Richmond, VA 23235
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Marlow, NH 03456
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Staten Island, NY 10312
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Norfolk, NE 68701-5234
402/379 4680

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800/235 3475

Caloke Industries
PO Box 18477
Raytown, MO 64133
816/478 6185

Chestnut CD-ROM
222 Third St. Ste. 3212
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Christella Enterprise
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Rochester, MI 48307
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Compro Software
PO Box 4426
Star City, WV 26504
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Computer Budget Shopper
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Suite 25
Cheyenne, WY 82007
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Alberg, VT 05440
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Pembroke Pines, FL 33024
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817/583 2151

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Trafalgar, IN 46181
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Howe, IN 46746
219/463 5246

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San Diego, CA 92177
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San Diego, CA 92109
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Sunnyvale, CA 94086
800/245 6717
408/730 9291

PC Software and Supply
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So. Sioux City, NE 68776-9801
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Tucson, AZ 85719
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Public Brand Software
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Santa Clara, CA 95050
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800/829 2378 or 310/802 1333

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516/625 4550

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